

TARI™ USERS MAGAZINE........AN ATARI™ USERS MAGAZINE........AN ATARI™ USERS
....GAMES........ATARI™.......NEWS........ATARI™.......PROGRAMS........ATARI™.......REVIEWS....

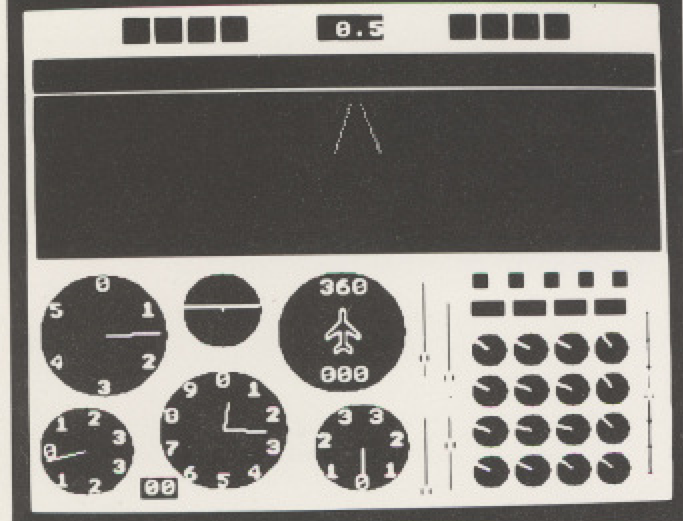
YOUR ATTENTION PLEASE

DACC announce the arrival on Atari™ of their 747 Flight Simulator from its successful tour of Dragon, Tandy, BBC/Model B and Electron. Imagine yourself at the controls of a Boeing 747 'Jumbo-Jet'

YOU ARE THE PILOT

The runway is in the distance

Behind you are 400 passengers depending on your skill for a safe landing



ACTUAL SCREEN PHOTOGRAPH

Before you, an array of instruments

Can you land?

The answer is 'yes' with practice, and it's great fun learning. Through the keyboard, and optionally with joysticks (2), you control your aircraft through all manoevres, including take of, climb-out, en-route, approach and landing. Vary the weight of fuel for each filght, you will be amazed at the difference it makes to the handling characteristics of a wide-bodied jet.

The Atari™ range of home computers have long been in need of a good flight simulation program combining an authentic high-resolution display of runway and instrumentation with a realistic response to the inputs from your controls. The DACC Flight-deck display contains all the main flight and engine instruments as *real dials* **and indicators as on the 747 itself. This much-praised display is the most realistic yet seen on a home computer. Written by an aviation expert and machine-code programmer, this program gives you a complete flight simulation package.** *Not just another game (Your Computer).*

This version, completely re-written for the Atari™ range (including XL's), requires 48K and makes extensive use of machine-code graphics. It is supplied on cassette and only costs £9.95 (VAT and p.p included). The informative 16-page booklet provided with the simulator will introduce you to the theory of flight and fully explain the controls and instruments of the world's most incredible airliner.

SPECIAL OFFER ON JOYSTICKS - SAVE UP TO £5.00

Due to a scoop purchase of Atari™ compatible (switch-type) joysticks we are able to offer these tremendous discounts. (Prices are per pair of joysticks - not sold individually - offer subject to availabiltiy).

Recommended Retail Price	£19.50	**Our Normal Price**	£17.50	**If bought with 747 Simulator**	**£14.50.**

To: DACC Ltd., 23, Waverley Road, Hindley, Nr.Wigan, Lancashire. WN2 3BN

Please send me by return first class mail: ______ copies 747 Flight Simulator at £9.95 ______

______ pairs joysticks at ______ per pair ______

I enclose cheque/P.O. for total of ______

(Please note for all Atari models minimum of 48K required).

My computer is a



Editor & Publisher
Les Ellingham

Printed by
Birbeck & Sons Ltd.

Typesetting
Budget Typesetting Ltd.
from copy set on an Atari 800 and transmitted by modem.

Editorial & Advertising
0785 41153

Correspondence
PAGE 6 Magazine
P.O.Box 54
Stafford
ST16 1DR

PAGE 6 is published bi-monthly

Page 6 is a users magazine and relies entirely on readers' support in submitting articles and programs. The aim is to explore Atari computing through the exchange of information and knowledge and whilst we cannot, unfortunately, pay for articles published, we hope that you will gain satisfaction from seeing your work published and in turn we hope that you will learn from articles submitted by other readers.

Issue 10 **July/August 1984**

Subscription rates - annual (6 issues)

U.K.	**£6.00**	**Outside Europe - Surface**	**£8.75**
Europe	**£8.75**	**Outside Europe - Airmail**	**£15.00**

Single copies and back issues at one-sixth of above rates.

Please make cheques payable to PAGE 6.

Please mention PAGE 6 when replying to advertisers.

From the Editor

ADVENTURE ISSUE

Welcome to the first 'special' issue of PAGE 6, all about Adventures. I hope that the articles and programs provide something of interest for both seasoned Adventurers and novice explorers and also stimulate the interest of those who have not yet tried an Adventure. Whilst I have very little time now to play Adventures, I do enjoy them immensely and feel that they are one of the most satisfying types of game to play on a micro. They provide lasting value, both money-wise and by excercising your mind and they illustrate one of the most valuable uses of a home computer which is to make you think! I would like to thank all who contributed to this issue and especially Garry Francis who provided much valuable material.

The main program listing in this issue requires 32K but what if you only have 16K or are not interested in Adventures? Turn to DIAMONDS by Sydney Brown for a great game that can be enjoyed by 1 or 2 players. There are not that many magazine listings that provide a good game for one or two players but this is one. You will also find plenty of other bits and pieces throughout what I hope is another well-balanced issue.

Many people seem to be writing Atari off lately and it is true that, when compared to most other machines in the U.K., Atari does not represent a good investment to many software producers. ATARI themselves do not help their cause when ATARISOFT puts out titles for the BBC and Electron at half the price of the ATARI versions. How many people buy other machines because the software is cheaper? Still, there are one or two promising signs of retailers/ manufacturers who aim to give Atari a big stimulus this year. Many of these people will advertise in PAGE 6 and you can do your part by responding to their advertisements.

Several items of cheaper software are now becoming available but one or two small ads elsewhere have been for software of appalling standard. If you have been ripped-off write and let me know because there is quite a lot of good low-priced software around but the people producing it tend to suffer at the hands of those who are just out for the quick buck.

News and New Products

ATARI's current new releases are again based on established arcade favourites. **PENGO** is set in the Antarctic where you control a penguin to fight off deadly Sno-Bees. **ROBOTRON 2084** is based on the BEZERK format. Next, needing no introduction, is **DONKEY KONG JR.** which has four screens, all timed. **MOON PATROL** combines space, driving and maze games in which you drive a moon buggy across a lunar landscape avoiding rocks, craters, mines and other obstacles whilst fighting off UFO's. **MILLIPEDE** is the final release and, as the name suggests, it is based on CENTIPEDE. All are available now on ROM for £24.99

If you have a disk drive, some of the finest software available comes from Electronic Arts. New titles to look out for over the summer are **SEVEN CITIES OF GOLD, ARCHON II, DR.J AND LARRY BIRD GO ONE-ON-ONE, THE STANDING STONES** and **THE FINANCIAL COOKBOOK.**

For more advanced programmers, one of the reasons for keeping the 800 was MONKEY WRENCH. If you are tempted however by the 800XL, Eastern House Software have made the decision even more agonising by bringing out **MONKEY WRENCH II** for the XL range. U.S. price is $50.

Among several new items due to be released from **ATARI** later in the year are **ATARI PASCAL** on disk and **ATARI SUPER PILOT** with extended sound and graphics. Also **PLAYER MAKER** a utility for player-missile graphics and **SCREEN MAKER** for mixed mode screens.

Some titles to look out for from DATASOFT are **GENISIS** an arcade game of scorpions against spiders, **LOST TOMB** a timed maze game, **GUMBY** a concentration game for kids and **HEATHCLIFF**, a reading and spelling game.

EPYX also have a lot of new releases due. **CONSTRUCTION CREW** is for kids where they control the work being done. **KEN USTON'S PUZZLEMANIA** is a bunch of brainteasers. **NIBBLER**, a super snake game and **ROBOTS OF DAWN** where you must solve a murder in the future. If you like sport there is **THE WORLD'S GREATEST BASEBALL GAME** where you pick the line up using real players and statistics. Finally to help you type comes **9 TO 5 TYPING.**

Note that some of the titles mentioned in the news section may not become available in the U.K. If you want a particular item be sure to let your retailer know.

Readers' Letters

INPUT

Dear Les,

I'd like to respond to David Will Henderson's plea for help with 'Sands of Egypt' in Issue 8. Datasoft was good enough to send a copy of the game to our users' group some time ago. As organizer of the Adventure Special Interest Group, it was passed on to me for review. When I played it, I ran into the same problem as David. I found that I could not get the ladder out of the treasure room, no matter what I did. I lent the disk to a friend (who is also a keen Adventurer) and he breezed through this part without a hitch. On my second and third attempts to overcome the ladder problem (each about a month apart), I was again defeated. However, on the fourth attempt, I did the same things as before, but breezed through it without any trouble.

After much testing and re-testing and studying the disk with a disk editor, I concluded that our disk had a bug. I couldn't complain as it was a complimentary copy, but David's letter indicates that this bug is probably on all disks. It is the type of bug that only occurs randomly and may not have surfaced during play-testing. My advice to Sands of Egypt players is to save the game frequently, but particularly before entering the treasure room as you CAN get the ladder (sometimes) and you DO need it. My advice to potential 'Sands of Egypt' owners is to not let this bug affect your decision to buy the game, as it is otherwise an excellent program - particularly the graphics - and you may not even encounter the bug! Sands of Egypt should appear in the Adventure column towards the end of the year.

Garry Francis
Sydney, Australia

Dear Sir,

Can you help with a problem on POLE POSITION? When I have had only the minimum number of accidents on the ATARI circuit doing the full 8 laps, the counter resets to zero after 6 or 7 laps eliminating the chance to score above 110,000.

I've taken it back to the shop where I purchased it but they don't believe that anything is wrong as no-one has really sat down to play it.

Have any other readers experienced similar problems?

Roy Lynch,
Merseyside

°°*I believe that this is a bug in the program. The 'bonus' counter only allows for two digits and if you therefore get a lap time bonus totalling more than 99 points, the counter resets. The only answer would seem to be to slow down when finishing each lap to try and ensure that the bonus counter stays below 99. An obvious oversight on the programmers part!*

Dear Les,

Could you please publish a review of all the various copying utilities available and indicate which is the best to buy?

Steven Spencer,
Tyne & Wear

°°*Sorry, no. I recently had a letter from somebody who claimed to have over 900 games for his Atari. Did he really spend £18,000 to £27,000 on these or perhaps just £15 on a copying utility? Whilst there are legimate uses for a copying utility it is a sad fact that most owners use them for illegitimate copying of software. Every time someone does this, commercial support of Atari dies a little more in the U.K. If you try and justify it by saying that retailers make a fortune out of high Atari prices ask one of the dozens who have gone bust or the hundreds who no longer stock Atari software.*

Dear Les,

Congratulations on the 'new look' issue 9, well worth the 90p price. Each issue goes from strength to strength and I can't wait to get the next one.

I hope that your readers appreciate the hard work and effort you put into producing the magazine but especially I hope that ATARI realise what a great job you are doing to keep ATARI computers alive in this country.

J.Palmer
Washington,
Tyne & Wear

48K Spectrum & Atari 400/600/800



Blue Thunder

by Richard Wilcox

After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground & Sea Based Missiles and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission ... But No! ... yet another wave of deadly Jet Fighters appear from nowhere with only one objective...to eliminate you!

Only your Hyper-Phase Lasers and amazing arcade skill can keep you alive to complete a task that looks impossible. As the only survivor of a once mighty invasion force you must penetrate deep beyond enemy lines. From a remote island protected by a complex defensive screen you must rescue your wounded comrades held captive beside an unstable nuclear reactor, which you must first destroy!

The ultimate in 100% Machine Code Arcade Games from a Master Programmer, achieving a new peak in programming perfection and super smooth movement. Blue Thunder sets astounding new standards in Hi-Res Graphics with Pixel Scrolling over 6 screens 5 different missions, Hi-Score and incredible breathtaking PERSPECTIVE GRAPHICS!

Richard Wilcox Software carries a lifetime guarantee, should any of our games fail to load please return them for an immediate replacement.

All Richard Wilcox Software is available from leading software outlets or by completing the attached coupon.

Richard Wilcox Software
STATION ROAD, WALSALL WS7 0JZ

To receive your advance copy of BLUE THUNDER before it goes on general release complete and post this coupon to us today! We will rush you your copy by return of post!

☐ 48K Spectrum (Cassette Only) £ 5.50

☐ Any Atari 400/600/800 ☐ **Commodore 64 £6.95**

☐ Cassette £ 9.95 ☐ Disk £ 11.95

Please rush me ..... copy/ies by return as ticked above.

I enclose a Cheque/Postal Order made payable to:
RICHARD WILCOX SOFTWARE for £..............

Name..............................

Address..............................

....

Telephone..............................

SEND TO: RICHARD WILCOX SOFTWARE
Station Road, Walsall, WS7 0JZ

TRADE ONLY ENQUIRIES WELCOME ON 05433 2787

Utility

SCREEN COLOR

by Thorarinn Jonsson, Iceland

Whenever I type a program on my Atari, I begin by changing the colour of the screen as I do not like the standard blue screen with black border.

In order to help me choose a colour I wrote this little program and I hope you will like it. The program contains instructions and I hope that you find it useful. It is not really necessary but I like it!

Thorarinn's original program would reset to the default colours if you pressed SYSTEM RESET so I have added the routine in lines 500 to 550 and the GOSUB 500 in line 340. Your chosen screen colours will now remain until you switch off the machine. The routine is for cassette users. If you use a disk drive, change the final 2 in line 500 to 3 and the 2 on the second part of line 540 to 3.

If you use this program before typing in other programs it would be wise to SAVE a copy of your typed program before RUNning it in case the machine code routine interferes with the new program. Ed.

```
110 GRAPHICS 0:SETCOLOR 2,0,0:SETCOLOR
 4,0,0
120 POKE 82,9:POKE 84,5:POKE 752,1:?
140 ? "+--------------------+"
150 ? "|                    |"
160 ? "|  Screen    Color   |"
170 ? "|  for  PAGE  6      |"
180 ? "|        BY          |"
190 ? "| Thorarinn Jonsson  |"
200 ? "|     p.o.box 12     |"
210 ? "| 270 varma,ICELAND  |"
220 ? "|                    |"
230 ? "+--------------------+"
250 FOR TIME=0 TO 1200:NEXT TIME:POKE
82,2
260 GRAPHICS 0:SETCOLOR 2,0,0:SETCOLOR
 4,0,0:SETCOLOR 1,0,10:A=0:B=0
270 ? "K":POKE 752,1:POSITION 6,6:? "P
RESS RETURN TO START PROGRAM":GOTO 320
280 A=0:B=0:SETCOLOR 1,0,10
290 POSITION 6,6:? "PRESS RETURN TO GE
T NEW COLOR"
300 POSITION 6,8:? "PRESS SPACEBAR TO
BEGIN AGAIN"
310 POSITION 4,22:? "PRESS ESC WHEN RI
GHT COLOR IS FOUND"
320 CLOSE #1:OPEN #1,4,0,"K:":GET #1,Q
330 IF Q=155 THEN Q=0:GOTO 370
340 IF Q=27 THEN ? "K":GOSUB 500:POKE
752,0:FOR N=15 TO 0 STEP -1:SOUND 1,12
,10,N:NEXT N:NEW
350 IF Q=32 THEN 260
360 GOTO 320
370 SETCOLOR 2,A,B:SETCOLOR 4,A,B
380 POSITION 6,10:? "COLOR  # ";A;" ";
390 POSITION 6,12:? "LUMIN. # ";B;" ";
400 A=A+1:IF A=16 THEN A=0:B=B+2
410 IF B=4 AND A=1 THEN SETCOLOR 1,0,0
420 IF B=16 AND A=1 THEN SETCOLOR 1,0,
10:SETCOLOR 2,0,0:POSITION 15,16:? "0
 ":GOTO 280
430 GOTO 290
500 POKE 2,0:POKE 3,6:POKE 9,2
510 FOR I=0 TO 22:READ J:POKE 1536+I,J
:NEXT I
520 POKE 1549,A*16+B:POKE 1554,A*16+B:
RETURN
540 DATA 169,0,133,2,169,6,133,3,169,2
,133,9
550 DATA 169,0,141,198,2,169,0,141,200
,2,96
```

SUPERB 3D GRAPHICS

A stunning 'through the window' game that makes you part of the action.

ENCOUNTER!

You have total freedom of movement: forwards, backwards, turning 360° to attack and destroy the enemy! Eight different landscapes — three challenging skill levels.



INSTRUCTIONS FOR SURVIVAL

In a galaxy, far, far away, your starship is in orbit around a strange new world. You set off in a Seeker-Probe to take a closer look at the planet's surface. Mysterious obelisks litter the planet, clouds hover menacingly across the desolate plain, when suddenly your monitoring systems tell you you're under attack. The Encounter has begun!

An alien saucer flashes onto your view screen. Your ATTACK indicator flashes and a bolt of raw energy smashes into your protective screen. Your screen can only absorb four hits of this intensity. You must fight back!

"The graphics are outstanding...it's 3D impression is superb. The Game itself is first class." **WHICH MICRO?** Brilliant!

"Encounter is a game that will have Arcade game lovers riveted to their screens for hours on end..." **PERSONAL SOFTWARE (USA).**

"The graphics and sound in this 3 dimensional simulation are stunning" **ANALOG.**

ENCOUNTER! 0050000 L1 SHIELD 3 NOVAGEN A SPECTACULAR 3-D COMBAT GAME CASSETTE FOR THE COMMODORE 64

• For Commodore 64 and all ATARI Computers

Written by Paul Woakes

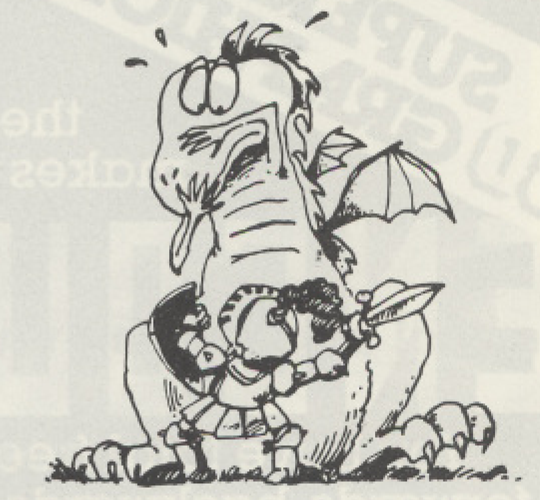
PUBLISHED BY

NOVAGEN

Distributed by HI-TECH DISTRIBUTION LTD 213 Broad Street, Birmingham B15 1AY Tel: 021-632 6749

Special Interest

ADVENTURE



2. SCOTT ADAMS' ADVENTURELAND

by Garry Francis
Sydney, Australia

Background: It may have been Will Crowther and Don Woods who wrote the very first Adventure (see last issue's Adventure Column), but it was Scott Adams who made Adventures available to the masses. His name is synonymous with Adventures and there are very few computer owners who haven't heard of him.

Adams was first introduced to Original Adventure by his fellow employees while working as a systems programmer for Stromberg Carlson. For almost ten days, he went to work early and stayed late. He told his wife that he was working on a heavy project, when in fact he was playing Adventure. When he'd achieved the title of Grand Master, he became intrigued with the idea of getting some sort of Adventure into his own computer - a 16k TRS-80. When he mentioned this to his friends, they laughed! After all, the original FORTRAN version took 300k!

Fortunately, Adams was not daunted by their laughter and hit on the idea of an Adventure interpreter (just as BASIC is an interpreter). After some weeks, he had developed a working interpreter written in BASIC together with a skeleton Adventure to play on it. After a further six months of play testing, he had finished his first Adventure. It was called Adventureland and was released through The Software Exchange (who started SoftSide magazine) and Creative Computing Software. This early BASIC program makes interesting study for the serious Adventurer and can be seen in SoftSide July 1980 or "The Captain 80 Book of BASIC Adventures".

During the six months of programming, Adams' wife Alexis felt that she was becoming a 'computer widow', so she started hiding his diskettes around the house in order to get his attention. At one time, she hid the only copies of Adventureland in the oven. That got his attention all right! Adams decided that one Adventure was enough and he gave the game away.

A short time later (this was in 1978), Alexis unexpectedly announced that she would like to write an Adventure. This resulted in a second program called Pirate's Adventure. Again it was written in BASIC and has since appeared in Byte December 1980.

The Adventures proved to be extremely popular, so Adams started on a third one. When halfway through it, he was prompted by Lance Micklus to convert to machine language because of its added speed. He followed this advice and has never looked back.

Review: There are now thirteen Adventures in the Scott Adams series (with a fourteenth on the way) and all are available for a number of micros including, of course, the ATARI. The series consists of:

#1 Adventureland
#2 Pirate Adventure
#3 Mission Impossible
#4 Voodoo Castle
#5 The Count
#6 Strange Odyssey
#7 Mystery Fun House
#8 Pyramid of Doom
#9 Ghost Town
#10 Savage Island Part 1
#11 Savage Island Part 2
#12 Golden Voyage
#13 The Sorceror of Claymorgue Castle

There is a tendency for the earlier Adventures (up to number 5) to be relatively easy and the later ones to increase in difficulty. You will gain the maximum enjoyment from the series by playing them roughly in numerical order. For anyone new to Adventures, Pirate Adventure or Voodoo Castle are ideal. These are fairly easy and a hell of a lot of fun! At the opposite end of the scale is Savage Island, which is a real brain teaser!

Adventureland appears to be the most popular in the series and is therefore the most appropriate to review. Unfortunately, its popularity is not because it is the easiest or the best, but simply because it is number one in the series. As Adams' first Adventure, it is lacking in some areas that the following Adventures were not. For example, the

theme of Adventureland is not a particularly strong one. It is a mixture of fantasy situations and the influence of Original Adventure is very obvious. The object of the game is to find thirteen treasures and return them to the proper place - although you won't know where the 'proper place' is until you find it some way into the game. You are given points for each treasure returned, so that you can always see how you're going by typing SCORE.

Your Adventure begins in a forest. If you climb a tree, you'll see a meadow and a lake to the east. Obviously that's the way to head, so you climb down the tree and head east. Lo and behold! A sleeping dragon! And a sign which reads "In many cases mud is good. In others...". What on earth could that mean? Here lies the magical appeal of the Scott Adams Adventures. We are only in the third location and already we are intrigued by his puzzles. As it happens, waking the dragon is one of the hardest problems of the game. Let's examine it to gain an insight into Adams' cunning mind.

Firstly, there is no evidence that you need to wake the dragon at all, but it's too tempting to ignore - and Adams knows it! So you try waking, hitting, kicking, climbing on, pushing, pulling, etc., but all to no avail. You eventually give up and move on to other tasks, but the sleeping dragon sticks in your mind. As the Adventure develops and you find useful objects, you are constantly drawn back to the sleeping dragon to test new ideas. And some of them work! The first method of waking the dragon will probably get you killed. (Remember the sign?) The second requires you to be very innovative. The results are quite humorous, but this time the dragon gets killed. By now you will probably be thinking that the dragon is a red herring, but that's where you're wrong. There is a third way of waking it, which you won't discover until deep into the game. The third way kills neither you nor the dragon and reveals a treasure to boot! Discovering it gives you a great sense of satisfaction and triumph, because you know you had to work hard to get it.

Adventureland is full of puzzles like the one above. Adams shows a deep understanding of the human mind (whether he realises it or not) and exploits it to the fullest by constantly tempting your curiosity and testing your powers of reasoning. You will become entranced by the puzzles and lose all track of time. What seems like half an hour could be half a day - or night. You can also expect to get killed a few times, but if you carefully map everything, you'll find a way to reincarnation. Failing that, there is a SAVE GAME feature, but it only allows one version to be saved unless you use a separate disk or cassette for each version.

Adventureland uses elements from The Arabian Nights and the legend of Paul Bunyon. The latter is a North American folk hero who neither Australians nor Europeans may be familiar with and a couple of minor clues may go over their heads as a result. Adventureland also uses a lot of magic, so keep this in mind.

Hints to help overcome all the major puzzles are provided within the Adventure itself, but if you get stuck, there are several sources you can turn to. Firstly, try typing HELP in each room. This can occasionally be VERY informative. Secondly, buy the Scott Adams 'Book of Hints'. Thirdly, use the hints at the end of this issue's column.

In summary, Adventureland's theme is inconsistent, but this is more than compensated for by the absorbing puzzles. Recommended for intermediate Adventurers.

Hints: I have taken great pains to ensure that the Adventureland hints are different to those in Scott Adams' own 'Book of Hints', although I've again used his coding technique. Simply look through the clues until you recognise the area where you're stuck, then decode the hint by matching the numbers with the words in the attached list. As there would be a lot of beginners stuck in Adventureland, the hints are more straightforward than those for Original Adventure in the last issue. Have fun!

Can't wake the dragon?
8 38 63 40 29

Can't catch the golden fish?
34 24 5 13 55 61

Can't get the statue out of the quicksand bog?
59 11 29

Can't get yourself out of the quicksand bog?
19 38 44 57 38 52 6 38 68 61

Chigger bites getting you down?
19 38 44 46 38 47 61

continued overleaf



Adventure continued

Haven't been underground yet?
38 3 46 38 42 12 31 5 56 67 29

Can't return to life after being killed?
43 53 54 9 32 38 25 15 29

Locked door barring your way?
33 51 60 38 42 12 49 14 22 48 61

Can't light the lamp?
59 38 37 21 29

Can't unbrick the bricked-up window?
38 45 17 11 29

Can't cross the chasm?
41 36 2 29 64 5 28 18 58 39 29 29 29

Does the bear stop you from getting the magic mirror?
59 62 22 27 29

Does the magic mirror shatter when you drop it?
16 22 57 26 65 29

Can't get the treasure from the lava?
16 40 66 29

Can't return from the maze of pits?
4 44 35 30 6 23 29

Can't get the royal honey?
59 11 29

Can't catch the bees?
7 5 20 29

Bees suffocate?
59 5 10 29

Missing a diamond ring?
19 69 39 38 1 50 61

Missing a diamond bracelet?
59 22 66 29

1 ARABIAN	13 FISHERMAN	25 MISTY	37 BOTTOMLESS	49 BEFORE	61 ?
2 FAR	14 CHOPPING	26 SOMETHING	38 THE	50 NIGHTS	62 SCARING
3 SPIDER	15 ROOM	27 AWAY	39 AND	51 YOU	63 MAGIC
4 READ	16 DROP	28 HOP	40 MIRROR	52 SHORE	64 JUST
5 A	17 MAY	29 .	41 IT'S	53 UP	65 SOFT
6 OF	18	30 BOTTOM	42 CYPRESS	54 OR	66 AGAIN
7 GET	19 REMEMBER	31 SPINS	43 GO	55 USE	67 WEB
8 FIND	20 CONTAINER	32 FROM	44 SIGN	56 STRANGE	68 LAKE
9 EAST	21 HOLE	33 DID	45 AXE	57 ON	69 ALADDIN
10 SHORTCUT	22 IT	34 WHAT	46 IN	58 STEP	
11 HELP	23 CHASM	35 AT	47 MEADOW	59 TRY	
12 TREE	24 WOOD	36 NOT	48 DOWN	60 CLIMB	

Games

DIAMONDS

by Sydney Brown, Australia

Low on fuel you land your space craft on an asteroid in order to replenish the Dilithium Crystals , known colloquially as 'Diamonds', which power the craft. The Snargs here own a Diamond mine and you need to steal all the available diamonds in order to refuel your ship.

You must dig into the asteroid using joystick 1 but must be careful about dislodging rocks. If you are quick you can pass beneath one rock but two stacked on top of each other will surely get you. Falling stalactites in the lower cave and a drawbridge in the upper cave also present hazards. For two players, there is a Snarg guard which can be controlled by joystick 2. He can patrol existing tunnels but cannot dig his own.

Oh, yes, while you are digging, a Snarg tank is blasting away at the rock bluff behind which you landed and if you are not quick enough, you will have no ship to go back to!

```
0 REM *****************************
1 REM **        DIAMOND MINE      **
2 REM **             by           **
3 REM **       SYDNEY  BROWN      **
4 REM **                          **
5 REM **     FIRST PUBLISHED IN   **
6 REM **        ACE NEWSLETTER    **
7 REM **  3662 Vine Maple Drive   **
8 REM **  Eugene, Oregon, U.S.A.  **
9 REM *****************************
100 G GRAPHICS 17:POSITION 4,5:? #6;"d
iamond mine"
105 POSITION 4,12:? #6;"INITIALIZING"
110 POSITION 2,20:? #6;"approx 10 seco
nds"
120 FOR I=1 TO 1000:NEXT I
150 J=32:Q=0:U=1:HS=Q:LEV=U:GOSUB 3200
0
190 SC=Q:L=U
195 H=3:V=4:EN=Q:DIG=Q:ROK=Q:CY=Q:E=Q:
UP=Q:AH=34:AV=2:COLOR 78:PLOT AH,AV:L=
U:CN=1:I=0:QT=27-LEV
200 ST=STICK(Q):IF ST=14 AND V>4 THEN
LOCATE H,V-U,ZZ:IF ZZ<78 THEN COLOR J:
PLOT H,V:V=V-U
201 IF ST=13 AND V<23 AND L<3 THEN LOC
ATE H,V+U,ZZ:IF ZZ<78 THEN COLOR J:PLO
T H,V:V=V+U
202 IF ST=11 AND H>Q THEN LOCATE H-U,V
,ZZ:IF ZZ<78 THEN COLOR J:PLOT H,V:H=H
-U
203 IF ST=7 AND H<38 THEN LOCATE H+U,V
,ZZ:IF ZZ<78 THEN COLOR J:PLOT H,V:H=H
+U
204 SS=STICK(U):IF PL=1 THEN 210
205 IF SS=14 AND AV>2 THEN LOCATE AH,A
V-U,K:IF K=J THEN COLOR J:PLOT AH,AV:A
V=AV-1:COLOR 78:PLOT AH,AV
206 IF SS=13 AND AV<23 THEN LOCATE AH,
AV+U,K:IF K=J THEN COLOR J:PLOT AH,AV:
AV=AV+1:COLOR 78:PLOT AH,AV
207 IF SS=11 AND AH>10 THEN LOCATE AH-
1,AV,K:IF K=J THEN COLOR J:PLOT AH,AV:
AH=AH-1:COLOR 78:PLOT AH,AV
208 IF SS=7 AND AH<38 THEN LOCATE AH+1
,AV,K:IF K=J THEN COLOR J:PLOT AH,AV:A
H=AH+1:COLOR 78:PLOT AH,AV
209 IF K=79 THEN 900
210 IF ZZ=80 THEN GOSUB 360
211 IF H=6 AND V=10 AND CY=Q THEN L=3
212 IF (H=21 OR H=31) AND V=21 AND CY=
Q THEN L=2:CY=Q:E=Q
213 COLOR 79:PLOT H,V:IF EN=U THEN GOS
UB 350
214 IF H=3 AND V=4 AND UP=U THEN 600
220 IF I=0 AND CN>QT THEN SOUND U,21,8
,15:I=1:P=SCR+110:FOR W=15 TO 0 STEP -
1:SOUND U,21,8,W:NEXT W:SOUND U,Q,8,8
225 CN=CN+1:IF I=0 THEN 280
230 IF I=1 THEN POKE P,0:P=P-1:F=PEEK(
P):POKE P,43:IF F<34 THEN 250
235 SOUND U,77,8,15:POKE P,PEEK(P-40):
POKE P-40,PEEK(P-80):POKE P-80,0
240 FOR W=15 TO 0 STEP -2:SOUND U,77,8
,W:NEXT W:CN=1:I=0:P=SCR+110:SOUND U,Q
,Q,Q
250 IF P<SCR+86 THEN POKE P,0:GOTO 800
280 ON L GOTO 290,400,500
290 IF (ZZ=76 OR ZZ=77) AND ST<>15 THE
N GOSUB 300
295 LOCATE H,V-U,ZZ:IF ZZ=82 THEN GOSU
B 310
299 ZZ=255:GOTO 200
300 FOR W=Q TO 15 STEP 2:SOUND Q,35,8,
W:NEXT W:SOUND Q,Q,Q,Q:DIG=DIG+U:RETUR
N
310 EN=U:RH=H:RV=V-U:LOCATE RH,RV-U,XX
:IF XX=82 THEN COLOR J:PLOT RH,RV-U:CO
LOR 82:PLOT RH,RV+U:GOTO 900
319 POKE 77,Q:ROK=ROK+U:RETURN
320 FOR W=30 TO Q STEP -U:SOUND Q,77,6
,W/2:NEXT W:SOUND Q,Q,Q,Q:RETURN
350 LOCATE RH,RV+U,XX:COLOR J:PLOT RH,
RV:RV=RV+U:COLOR 82:PLOT RH,RV:IF XX=7
9 THEN 900
355 IF RV<23 THEN LOCATE RH,RV+U,XX:IF
XX=J OR XX=79 THEN 350
```

▶

Diamonds continued

```
359 EN=Q:GOTO 320
360 COLOR J:PLOT H,V:LOCATE H-U,V,Z1:I
F Z1=80 THEN H=H-U:GOTO 365
362 LOCATE H+U,V,Z1:IF Z1=80 THEN H=H+
U:GOTO 365
363 LOCATE H,V-U,Z1:IF Z1=80 THEN V=V-
U:GOTO 365
364 V=V+U
365 COLOR 79:PLOT H,V:FOR WW=U TO L:FO
R W=30 TO Q STEP -U:SOUND Q,7,10,W/2:N
EXT W:SC=SC+100:POSITION 6,Q:? SC:NEXT
 WW
366 IF L=3 THEN UP=1
369 RETURN
400 CY=CY+1:IF CY>4 THEN CY=2:R=INT(RN
D(Q)*11)+21:LOCATE R,20,ZZ:E=Q:IF ZZ=8
1 THEN E=U
405 IF CY=2 AND E=U THEN FOR W=14 TO 0
 STEP -2:SOUND Q,7,10,W:NEXT W
410 IF E=U THEN SP=CY+19:COLOR J:PLOT
R,SP-U:LOCATE R,SP,ZZ:COLOR 81:PLOT R,
SP
416 IF CY=4 AND E=U THEN GOSUB 300
450 IF ZZ=79 THEN 900
460 IF (H<21 OR H>31) AND CY=4 THEN L=
U:CY=Q:E=Q
499 ZZ=255:GOTO 299
500 IF CY=Q THEN COLOR 204:PLOT 7,V:R=
INT(RND(Q)*6)+U:COLOR J:PLOT R,9:CY=U
505 IF V=8 THEN COLOR 204:PLOT R,9:L=U
:COLOR 61:FOR W=U TO 6:PLOT W,11:NEXT
W:COLOR J:PLOT 7,10:CY=Q:GOTO 299
510 CY=CY+U:IF CY>10 AND CY<17 THEN CO
LOR J:PLOT 17-CY,11
515 IF 17-CY<H AND V=10 THEN 550
549 GOTO 299
550 COLOR J:PLOT H,V:COLOR 79:PLOT H,V
+U:FOR W=U TO 35:NEXT W:COLOR J:PLOT H
,V+U:GOTO 900
600 COLOR 32:PLOT 3,4:COLOR 79:PLOT 3,
3
605 SOUND U,Q,Q,Q:FOR W=250 TO 30 STEP
 -10:FOR WW=W TO W-25 STEP -1:SOUND Q,
WW,10,10:NEXT WW:NEXT W
610 POSITION 2,1:? SH$;:POSITION 2,3:?
 "  ";:FOR W=30 TO 5 STEP -1:SOUND Q,
W,10,10:NEXT W
620 POSITION 2,1:? SH$(10,12):POSITION
 2,2:? "  ";:FOR W=30 TO 5 STEP -1:SO
UND Q,W,10,10:NEXT W
630 POSITION 2,1:? "   ";:FOR WW=15 TO
 0 STEP -1:FOR W=30 TO 5 STEP -1:SOUND
 Q,W,10,WW:NEXT W:NEXT WW
650 GOSUB 950
699 LEV=LEV+1:GOTO 949
800 FOR W=1 TO 35:POSITION 2,2:? SH$;:
SOUND U,PEEK(53770),8,15:POSITION 2,2:
? "  ";:POSITION 2,3:? "  ";:NEXT W
810 FOR W=15 TO 0 STEP -0.5:SOUND U,PE
EK(53770),8,W:NEXT W:GOTO 900
899 GOTO 899
900 SOUND U,Q,Q,Q:GOSUB 320:GOSUB 320:
GOSUB 950:K=0
910 POSITION 12,Q:? "G H F       F I J
"
940 IF PEEK(53279)<>6 THEN POKE 709,IN
T(RND(Q)*15)*16+10:GOTO 940
948 SC=Q:LEV=U
949 POSITION 0,2:? "   ";:? "
";:GOSUB 32100:GOTO 195
950 POSITION 22,Q:? "LM ";DIG;"    ":FO
R W=U TO DIG:FOR WW=15 TO Q STEP -2:SO
UND Q,7,10,WW:NEXT WW:SC=SC+U:POSITION
 6,Q
955 ? SC:NEXT W:POSITION 22,Q:? " R ";
ROK;"    ":FOR W=U TO 77:NEXT W
960 IF ROK>Q THEN FOR W=U TO ROK:FOR W
W=15 TO Q STEP -U:SOUND Q,21,10,WW:NEX
T WW:SC=SC+2:POSITION 6,Q:? SC:NEXT W
965 POSITION 22,Q:? "          0008       ";:S
OUND Q,Q,Q,Q:RETURN
32000 DIM PR$(50),SH$(13):CB=PEEK(106)
-4:POKE 106,CB:PR$(U,41)="hh,0h,Nhh,T)
♥,L)◆,M"|-♥1L,NHPyfMfOhdTPp◆♥"
32010 GRAPHICS Q:Z=CB*256:A=USR(ADR(PR
$),Z,4):FOR W=Z+128 TO Z+207:READ D:PO
KE W,D:NEXT W:SH$="VWX ↓←←←←Y0Z "
32015 FOR W=Z+272 TO Z+511:READ D:POKE
 W,D:POKE W,D:NEXT W:POKE 752,U:FOR W=
1536 TO 1551:READ D:POKE W,D:NEXT W
32020 POKE 756,CB:DL=PEEK(560)+256*PEE
K(561):POKE DL+3,69:FOR W=6 TO 28:POKE
 W+DL,4:NEXT W:POKE DL+8,132
32100 POKE 708,54:POSITION Q,Q:? "BCDE
F 0         U                5";
:POKE Z-11,4:POKE 710,24:POKE 709,14
32110 POKE 712,128:POSITION 18,U:? "SL
MT           ^_      USML";:POKE 512,0:POKE
 513,6:POKE 54286,192
32120 POSITION 15,2:? "SLMLMLMT
 [\] SLMLM";:POSITION 14,3:? "SLMLMLML
MLT        SLMLMLMLML";:POSITION 6,Q:? SC
;
32130 FOR W=4 TO 22:POSITION Q,W:? "LM
LMLMLMLMLMLMLMLMLMLMLMLMLMLMLMLMLMLMLM
";:NEXT W:COLOR 76:FOR W=Q TO 38
32140 PLOT W,23:NEXT W:POKE Z-U,44:SCR
=PEEK(DL+4)+256*PEEK(DL+5)
32150 COLOR 204:PLOT 20,23:DRAWTO 20,1
9:DRAWTO J,19:DRAWTO J,23:COLOR J:FOR
X=21 TO 31:FOR Y=20 TO 23:PLOT X,Y
32160 NEXT Y:NEXT X:PLOT 20,21:PLOT J,
21:POSITION 21,20:? "QQQQQQQQQQQ";:POS
ITION 21,23:? " P U P U P ";
32170 POSITION Q,9:? "LMLMLMLM";:POSIT
ION Q,10:? "L       ";:POSITION Q,11:?
 "L======M";:POSITION Q,12:? "UUUUUUUM
"
```

continued on page 42

Interview

SCOTT ADAMS

Interviewed by Steve Gould

Readers who had a copy of issue 1 of PAGE 6 will recall that we promised an interview with Scott Adams when he visited the U.K. The visit was a long time coming but when he paid a very brief visit earlier this year Birmingham User Group were able to steal a couple of hours of Scott's time and STEVE GOULD conducted the following interview.

Steve: *When did you first get interested in computers?*
Scott: I was in the 3rd grade, about 9 years old, and we took a field trip in Florida. I was living in Miami at the time and we went down to Miami University and got to see the computer there. There was this great glass wall and behind it smocked technicians with white coats and a big computer with the tapes spinning and lights flashing, right out of a science-fiction movie! We were told we couldn't go in there but I was determined to get in somehow. I think that is where I can trace my interest back to but I actually got hands on experience in High School. Back in the 60's computers were something that the average person rarely got to use. Our school was part of an experimental program for the State, they wanted to see if a computer terminal was something students could use. We got a terminal for the school and that's when I really started getting in to it.
Your first encounter with Adventure was the Colossal Caves?
Yes, the classic Colossal Caves.
How much of an influence did that have on you?
I was, at the time, working as a programmer for Stromberg Carlson which was on telephone switching. I was definitely into computers at that point. As a matter of fact whenever I went to work for a company, I had the criteria that I would work for them only as long as I had use of the computer after hours to do what I wanted. Basically what I wanted was to play and write gmes! I always enjoyed that on computers, fascinating. At the time I was working for Stromberg, I actually had a home computer. This was the first company that I had been with that I did not need the use of the computer because I actually had one at home to play with. When I was there I was introduced to Adventure on the mainframe and I thought it was really something. I wished I could take it home to my friends or show it to them but they were not allowed into the company so I said 'Okay I am going to write an Adventure-type game for the micro-computer'. Everybody laughed and said 'It's impossible, those things are only toys, you could never get an adventure game on one.' Fortunately I didn't listen and it took off from there.
That was Adventureland I presume?
That was Adventureland. It was in 1978, about 6 years ago. Before that I had a little Company trying to make a few dollars on the side by selling a few games for the computer but I didn't really have anything interesting, so that fell by the wayside. A little later when I wrote Adventureland and showed it to some friends they thought it was really neat and wanted to buy a copy, so I said okay and it started from there. It grew and grew and today we are a multi-million dollar firm and still growing.
Do you prefer writing Adventures most?
Yes, I enjoy Adventures but I also enjoy arcade games. I remember when Asteroids and Pac-Man were introduced I thought here are two winners that are going to take off and indeed they did. My first game on a micro of any substance was in fact an arcade game. It was a tank war game and I actually built the computer myself. The game was like the old Tank War game except mine was in hi-res graphics instead of poor arcade graphics. I built my own controllers and designed my own graphics board. I was interested in the hardware to see how the machine worked but I was much more interested in programming and once the appliance machines came out, the fixed machines, programming was the way I wanted to go and I haven't regretted it since.
How long did it take you to write Adventureland? On the introduction it states it took over a year to complete.
I started it in the summer of '78 and had a working version that was somewhat playable within a week. The rest of the time was taken in fine tuning

and designing the system that I still use today to write adventures but the basic idea took about a week to get something up and to see where I was going. It was a lot of work from there because there were no guide paths to follow. The only Adventure that even existed at that time was Colossal Caves so I was virtually in virgin territory and exploring.

On the back of the packages it has got average completion time 1 month. How do you work that time out?

That's more a feel than anything else. We've had people who can play an Adventure in a day, who sit there and crank away at it, and we have had others who have had over a year of playing and are still really stuck and need help, so we feel a month is probably an average time.

The majority of Atari users in this country have only a 16K machine. Has the thought ever crossed your mind of doing some kind of conversion to 16K?

That's a possibility. I started the project a couple of times but ran into difficulty getting it compressed down far enough and then other projects would come along and it would sort of get shelved. The SAGA market with the disks took up a lot of time getting that developed so the 16K version got shelved. With the new HULK Adventure we are looking very seriously at trying to have a 16K version.

The first adventure most people come across is Escape From Traam because it is in 16K which is a pity as it is perhaps one of the most difficult I've ever encountered. It puts a lot of people off when they get stuck after only a couple of moves.

Yes (laughs). Hopefully we can get the interpreter and database to fit in 16K and bring new life to the earlier Adventures. The early ones in my series are designed for the beginner. At the time they were written they were all that was available and the only players were beginning Adventurers, so they are designed specifically for someone who has never played an Adventure.

When you wrote Savage Island 1 & 2, did you intend to make them the most difficult?

Yes, I thought 'Okay I have been nice up to now, now it's time to get even! Let's see what I can really do' and I did indeed deliberately try to make them the hardest ones to date in the series. Adventure 13 is now out and I am not sure in my own mind if it is more difficult than Savage Island 1 & 2, it's at least *as* difficult. I wanted to have in the series a couple of very good beginner adventures, some moderate ones and then some real humdingers!

What's the title of the new one?

The Sorceror of Claymorgue Castle. It's a fantasy type adventure. You are an apprentice by the name of Beanwick. You have been asked by your master to recover the 13 power stars an evil sorceror has stolen away. He couldn't control them and they destroyed him. You are armed with a few small spells and told don't worry you'll find some more spells when you get there. Just bring back those power stars... and you're off!

Have you actually had anybody try it out?

Yes, quite a few.

What's the reaction?

They enjoy it, and get a few surprises!

Where do you draw most of your inspiration from?

I get asked that so frequently and like most writers my only response is that it just comes, you can't say where it comes from but it's there. I am an avid reader. I've got a very large science-fiction library and the inspiration comes purely from the imagination. Basically I picture myself in the Adventure. I put myself in the situation and say okay turn the corner and I see what? And that is what I write.

Have you any favourite authors?

Dozens, they are hard to peg. The big name ones from Heinlein and Asimov down to Star Trek because that was good strong science fiction as opposed to something like Buck Rogers. Surprisingly I have not gotten into Doctor Who. I have watched it a few times in the States and have never understood where the popularity comes from but I don't spend a lot of time getting involved with the characters and it's harder that way.

What has been the general reaction to the SAGA's?

I think it has been pretty good. We are in the process of doing the graphics once more getting even tighter and better quality. For the Atari version the new SAGA's will have absolutely no flicker. That has been the biggest complaint, the problem with the flicker. Our new pictures I think are absolutely phenomenal. On the Atari it fills both sides of the disk to get the system to run and that's about 180K.

Most adventures that feature hi-res pictures are very limited in colour.

I wish you could see the graphics with the new system. I think they are phenomenal. I am very pleased with it. We are working with full production artists now that do the actual drawing and entry into the computer and the results are tremendous. They really are. ▶

QUESTPROBE ADVENTURES

FEATURING THE HULK™

HULK IS THE TRADE MARK OF MARVEL COMICS

by SCOTT ADAMS
with art by
MARK GRUENWALD
& JOHN ROMITA!

AVAILABLE ON:

COMMODORE 64 (with graphics)	£9.95
SPECTRUM (with graphics)	£9.95
ATARI 24K cassette	£9.95
ATARI 48K disk (with graphics)	£19.95
APPLE 48K disk (with graphics)	£19.95
BBC	£7.95

all prices inclusive of VAT

The first of a new series of Marvel Adventures featuring your favourite Super-Heroes with sensational graphics!



Available from May 1st in all leading stores & good computer shops!

EXCLUSIVE U.K. DISTRIBUTORS OF SCOTT ADAMS PRODUCTS
119, JOHN BRIGHT STREET, BIRMINGHAM B1 1BE. Telephone: 021-643 5102

Scott Adams continued

Do you intend to bring all the Adventures out as SAGAs eventually, including the new one?
Yes. As a matter of fact, the new one will be out before the rest as it's already out on the Apple and we are in the process of putting the pictures on the Atari.
Which have you found is the most popular Adventure?
Sales wise it would have to be Adventureland because it is the one most people start with. In terms of what people like, I don't know. I have my own personal favourites. I like The Count, I feel it's complex enough. I enjoyed writing it and there's enough that can go on....
There's a time limit in that isn't there?
Yes, things have to occur on different days and that makes life more interesting. I, of course, like Savage Island because that was a bit of an epic on my part when I was writing it. Ghost Town is one of the treasure hunts that I feel came off well, there are just limitless possibilities in the way things happen. Normally though as I am writing them, the one I am working on is my favourite. At this time that would be The Hulk.
Will that be Adventure 14?
No, there is already an Adventure 14. The thing is it was written exclusively for the Texas Instruments and they got the exclusive rights to it for a limited period which is just now running out and then we will be bringing it out on the other machines. Adventure 14 is called Return to Pirate's Island. I've always had people play Pirate's Island - it's one that I recommend as good for beginners, you can get through it fairly quickly - who comment that it was a lot of fun but I got though it real easy, so I wrote a sequel called Return To Pirate's Island. So now you get another crack at it. I don't think they will be complaining it's too easy!
Which of the 14 did you find the most difficult to conceive?
Strange Odyssey - no 6. To this day I am not happy with it. I felt that I didn't finish it, I needed to put more in but I couldn't think what else to put in so I said 'This is it', but I am not happy with it.
What are your opinions of the disk based Adventures that accept multiple word input?
They are excellent, there is no question about it.
Have you any intention of bringing one out?
Intention, yes. Hopefully it will come to fruition.
The days of the two word input seem to be becoming numbered.
Not necessarily. If you sit there and play one of the large text adventures like Zork, you'll find that 95% of the time you are only using two words. It's a novelty putting in full sentences but you are not really using them.
Traam uses that to a certain extent.
Yes, but how often do you *really* use it?
We have Other Ventures 2,3 and 4. What and where is Other Venture 1?
That was classic Adventure - the Colossal Caves. We never did get it transferred over to the Atari. It was on the Apple at the time and began to lose popularity and we basically discontinued it.
I understand you are converting all the Adventures to the Spectrum and BBC. Which of all the conversions have you found the hardest to do?
Probably the original TRS-80 conversion to the Apple which was going from the Z80 over to the 6502. The 6502's philosophy of programming is so totally different from the Z80.
What do you think the effect of the laser disk games like Dragon's Lair will be on the home, if any?
Until they can bring the cost of the systems down, I don't see a major effect. The cost of a disk player is so large that the average user may not care to spend it when he can get a video tape player on which can also record movies for later. The video disk is not a first choice.
Would you like to see Adventures going that way?
Eventually, sure. Unfortunately, until they can break the price barrier, I don't see it happening.
What do you think the future of Adventure International will be?
That's a wide open question. Myself I am going to be doing a lot of work with the new Marvel licence. I have been President and C.O. of the Company now for its entire life span and in the last couple of years I haven't had as much time for programming as I would like. If things work out well in the future I hope to bring in someone to assist me more with the business so I can spend more time programming. I have got a large number of projects that I have started or would like to start that are now sitting on the shelf, so there are a lot of possibilities in that direction. This Marvel licence is going to be fairly interesting because it's a long term licence, something that Marvel has never done before.
What does that entail?
We have the rights to the Marvel characters like Iron Man, Hulk, Fantastic Four, X-Men. We have in fact got the exclusive rights to the entire Marvel Universe of characters to use in Adventure games. Normally a licence would be for one or two years. Our licence is for 10 years and we plan to do a lot with it. Look out for a lot more from Adventure International in the future. ●

ATARI ADVENTURES
THE (IN)COMPLETE LIST

Trying to compile a definitive list of Adventures available for the Atari is probably more difficult than solving many of the Adventures! Not only are new programs being written but old ones drop out of publishers catalogues and in addition, one has to define exactly what an Adventure is. Are 'graphic adventures' to be included? Do 'arcade adventures' come within the context of true adventures?

For the purpose of this (in)complete list, we have generally taken only those Adventures that conform to the original concept of Adventure. Those where you have type commands in the form of words and need to solve puzzles and riddles. Graphics adventures are included where the same method of input is used and they have the suffix 'ILL'. Most of the adventures shown should be available (easily or otherwise) and hopefully you will seek out some of the less well known ones.

Readers are invited to submit additions to the list and if possible should include the authors name, memory required, media and publishers name and address.

Title	Type	Cas.	Disk
ADVENTURE INTERNATIONAL			
Adventure #1: Adventureland	TEXT	24k	32k
Adventure #2: Pirate Adventure	TEXT	24k	32k
Adventure #3: Mission Impossible	TEXT	24k	32k
Adventure #4 Voodoo Castle	TEXT	24k	32k
Adventure #5: The Count	TEXT	24k	32k
Adventure #6: Strange Odyssey	TEXT	24k	32k
Adventure #7: Mystery Fun House	TEXT	24k	32k
Adventure #8: Pyramid of Doom	TEXT	24k	32k
Adventure #9 Ghost Town	TEXT	24k	32k
Adventure #10 Savage Island Part 1	TEXT	24k	32k
Adventure #11 Savage Island Part 2	TEXT	24k	32k
Adventure #12: Golden Voyage	TEXT	24k	32k
Adv. #13 Sorceror of Claymorgue Castle	TEXT	24k	32k
Adv. #14 Return to Pirate's Island	TEXT	24k	32k
S.A.G.A. #1: Adventureland	ILL.	-	48k
S.A.G.A. #2: Pirate Adventure	ILL.	-	48K
S.A.G.A. #3: Mission Impossible	ILL.	-	48k
S.A.G.A. #6: Strange Odyssey	ILL.	-	48k
O.V. #2: The Curse of Crowley Manor	TEXT	16k	32k
O.V. #3: Escape from Traam	TEXT	16k	32k
O.V. #4: Earthquake - San Francisco	TEXT	16k	32k
O.V. #5: Saigon - The Final Days	TEXT	16k	32k
Quest Probe #1: The Hulk	TEXT	24k	32k
ARTWORX (ALLRIAN DATA			
Cranston Manor Adventure	TEXT	-	?

Title	Type	Cas.	Disk
ATARI PROGRAM EXCHANGE			
Wizard's Gold	TEXT	-	24k
Sleazy Adventure	TEXT	-	32k
Alien Egg	TEXT	-	24k
Chinese Puzzle	TEXT	-	24k
Castle	TEXT	-	24k
Sultan's Palace	TEXT	-	32k
Wizard's Revenge	TEXT	-	24k
AVALON HILL			
Lords of Karma	TEXT	40k	40k
Empire of the Overmind	TEXT	40k	40k
G.F.S.Sorceress	TEXT	40k	40k
CHANNEL 8 SOFTWARE LTD			
The Golden Baton	TEXT	16k	-
Arrow of Death Part 1	TEXT	16k	-
Arrow of Death Part 2	TEXT	16k	-
Escape from Pulsar 7	TEXT	16k	-
Feasibility Experiment	TEXT	16k	-
The Time Machine	TEXT	16k	-
Circus	TEXT	16k	-
The Wizard of Akyrz	TEXT	16k	-
Perseus and Andromeda	TEXT	16k	-
Ten Little Indians	TEXT	16k	-
Waxworks	TEXT	16k	-
Midwinter	TEXT	16k	-
After The Fire	TEXT	16k	-
DATASOFT INC.			
The Sands of Egypt	ILL.	-	16k
EDU-WARE SERVICES INC.			
Prisoner 2	TEXT	-	48k
ROBERT A. HOWELL			
Original Adventure	TEXT	32k	40k

Title	Type	Cas.	Disk
IBID INC.			
The Alpine Encounter	ILL.	-	?
INFOCOM INC.			
Zork I	TEXT	-	32k
Zork II	TEXT	-	32k
Zork III	TEXT	-	32k
Deadline	TEXT	-	32k
Starcross	TEXT	-	32k
Suspended	TEXT	-	32k
The Witness	TEXT	-	32k
Planetfall	TEXT	-	32k
Enchanter	TEXT	-	32k
Infidel	TEXT	-	48k
LEVEL 9 COMPUTING			
Colossal Adventure	TEXT	32k	-
Adventure Quest	TEXT	32k	-
Dungeon Adventure	TEXT	32k	-
Snowball	TEXT	32k	-
Lords of Time	TEXT	32k	-
SCREENPLAY (ex MED SYSTEMS)			
Microworld	TEXT	32k	32k
The Institute	TEXT	16k	32k
Lucifer's Realm	TEXT	16k	32k
The Paradise Threat	TEXT	16k	32k
Asylum	TEXT	-	48k
SENTIENT SOFTWARE			
Oo-Topos	TEXT	-	48k
Cyborg	TEXT	-	48k
SIERRA ON-LINE INC.			
Soft Porn	TEXT		40k
Hi-Res #0: Mission Asteroid	ILL.		40k
Hi-Res #2: Wizard & The Princess	ILL.	-	40k
Hi-Res #4: Ulysses & The Golden Fleece	ILL.	-	40k
Hi-Res #6 The Dark Crystal	ILL.	-	40k
SIRIUS SOFTWARE INC.			
The Blade of Blackpoole	ILL.	-	48k
Critical Mass	ILL.	-	48k
Gruds in Space	ILL.	-	48k
SOFTSIDE PUBLICATIONS INC.			
Jan. 82: Windsloe Mansion	TEXT	32k	40k
Feb. 82: Klondike Adventure	TEXT	32k	40k
Mar. 82: James Brand	TEXT	32k	40k
Apr. 82: Witches' Brew	TEXT	32k	40k
May 82: Dateline: Titanic	TEXT	32k	40k
Jun. 82: Arrow One	TEXT	32k	40k
Jul. 82: Robin Hood	TEXT	32k	40k
Aug. 82: The Mouse That Ate Chicago	TEXT	32k	40k
Sep. 82: Menagerie	TEXT	32k	40k
Oct. 82: The Deadly Game	TEXT	32k	40k
Nov. 82: The Dalton Gang	TEXT	32k	40k
Dec. 82: Alaskan Adventure	TEXT	32k	40k
Jan. 83: Danger Is My Business	TEXT	32k	40k
#38: The Wizard's Sword	TEXT	32k	40k
#39: It's About Time	TEXT	32k	40k
#40: Volcano Island	TEXT	32k	40k
#41: Atlantis	TEXT	32k	40k
#42: Arabian Nights	TEXT	32k	40k
#43: High School Confidential	TEXT	32k	40k
#44: Mad House	TEXT	32k	40k
#45: Jack The Ripper II	TEXT	32k	40k
SYNERGISTIC SOFTWARE			
Warlock's Revenge	ILL.	-	40k
UNITED SOFTWARE OF AMERICA			
Survival	TEXT	40k	40k

List complied by Garry Francis.
Text and additions by Les Ellingham.

Most of these are available in the U.K. The addresses of the companies whose products might be more difficult to obtain are:

APX, P.O.Box 3705, Santa Clara, CA 95055, U.S.A.
EDU-WARE SERVICES INC., P.O Box 22222, Agoura, CA 91301, U.S.A.
ROBERT A. HOWELL, 20, Richman Road, Hudson, NH 03051, U.S.A.
IBID INC.,179, Allyn Street, Suite 607, Hartford, CT 06103, U.S.A.
SCREENPLAY, P.O. Box 3558, Chapel Hill, NC 27514, U.S.A.
SENTIENT SOFTWARE P.O.Box 4929, Aspen, CO 81612, U.S.A
SOFTSIDE PUBLICATIONS INC., 10, Northern Boulevard, Northwood Executive Park, Amherst, NH 03031, U.S.A.
UNITED SOFTWARE OF AMERICA, 750 Third Avenue, New York, NY 10017, U.S.A.

To the best of our knowledge these addresses are correct but PAGE 6 cannot be held responsible for monies sent abroad. It is suggested that an enquiry letter enclosing International Reply Coupons is sent before forwarding any payments. ●

Review

ALPHACOM 42 PRINTER

reviewed by Alan Tims

Are you interested in a relatively cheap printer?

The Alphacom 42 is a small, lightweight, and fast thermal dot-matrix printer which plugs directly into the serial port of the Atari, or disk drive or 1010 cassette, using a special interface cable. The printer can be used with other computers, provided the appropriate interface cable is purchased.

The printer comes complete with its own powerpack and cable and the special interface module which plugs into the rear of the printer, rather like a cartridge. Some care is needed to plug this in as the module contains a slightly protruding PCB but, once safely installed, the module can be left in position. Also provided is a roll of white 4" thermal paper, a seperate instruction booklet for setting up and a fairly comprehensive booklet for Atari-specific print instructions. The manufacturers claim a life of 10500 x 40 character lines for each roll of paper. There are two buttons on the front of the printer, one for power on/off and the other for paper feed. The instructions describe the use of these buttons for a self-test mode which prints lines of 1's and 8's and the character set.

In use, the printer is reasonably quiet and is certainly not as noisy as some other, more grown-up, printers such as the 1027. Print quality is reasonably good, being blue on white, although I understand that black on white paper is available, and true descenders are provided. The printer supports ALL the Atari text characters and graphics symbols, even in inverse video, and including the ESC-CTRL characters such as the clear screen 'bent-arrow' symbol. Something which believe Atari's own printers do not do. The usual print commands can be used such as LPRINT, LIST "P:" and OPEN #n,0,0,"P:".

Using special commands described in the booklet it is possible to obtain complete screen graphic dumps, although I must confess that sometimes the results are not always predictable. This is however possibly more of a shortcoming of my programming than of the printer!

The printout photocopies quite well and it would probably be possible, with careful cutting and pasting, to produce a reasonable quality larger document.

Given the limitations of the printer - only 40 columns, no expanded or double-height text, not logic seeking etc. - I feel that it is ideal for program listings, for debugging, disk cataloguing, record-keeping etc. and could also be used for casual correspondence or even writing this article! As such it represents good value for money at £99.90 inc. VAT with paper at £6 for 5 rolls.

The Alphacom can be obtained from some Spectrum Computer Centres or direct from DEAN ELECTRONICS LTD., GLENDALE PARK, FERNBANK ROAD, ASCOT, BERKS. TEL. 0344 885661 but you will have to add p. & p. The firm will send you further information and sample printout on request (please mention PAGE 6 magazine). The printer is also advertised as being available from Smiths, Laskeys etc. but I have not seen it and you may have to ask. ●

```
0 GRAPHICS 10
1 DEG :FOR I=704 TO 711:B=B+2:POKE I,B
:NEXT I
2 FOR I=0.2 TO 3 STEP 0.2:R=8*I*10:COL
OR I*5:PLOT 41+R,87
3 FOR J=75 TO 1800 STEP 75:DRAWTO 41+R
*COS(J),87+R*SIN(J):NEXT J:NEXT I
4 IF B>255 THEN B=0
5 GOTO 1
```

CORRECTIONS - ISSUE 9

HUNGRY HORRIS. Some of you may have had problems in getting Hungry Horris to run on a 16K machine. Amend line 50 from DIM X$(2000) to DIM X$(200) and it will run perfectly on any machine.

UNDERSTANDING STRINGS. Midway down the second column on page 16, the illustration of C$ should read

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
A		R	E	C	O	R	D	B		R		E	C	O	R	D

Demo

SPINNER

by Stewart Bullough

Inspired by Demo 21 from issue 8, Stewart Bullough has come up with an impressive demo of the animation effects possible by rotating colour registers. The program uses the same technique as Demo 21 of putting all the SIN and COS values in an array to speed drawing time and the drawing starts from the back and works forward so that 'hidden' lines can be overwritten to create the final effect.

The listing contains REM statements and details the change to make in line 400 if you don't have paddles. The end result is pretty impressive and well worth the time taken to type it in.

```
1 REM ******************************
2 REM *        SPINNER             *
3 REM *          by                *
4 REM *    STEWART  BULLOUGH       *
5 REM ******************************
10 REM *USE PADDLE TO CHANGE SPEED*
11 REM *USE START TO CHANGE COLOR *
100 DEG :DIM X(360),Y(360):IF X(359)=S
IN(359) THTHEN 200
120 ? "↖WRITING ARRAY":FOR T=0 TO 360:
X(T)=SIN(T):Y(T)=COS(T):NEXT T
200 GRAPHICS 10:CX=39:CY=39:R1=20:R2=3
8:D=45:D2=115:D3=132:C=1:A=184:POKE 70
5,A:POKE 708,A
250 FOR T=182 TO 360 STEP 4:X=X(T)*R1+
CX:Y=Y(T)*R1+CY:X1=X(T)*R2+CX:Y1=Y(T)*
R2+CY
255 COLOR C:PLOT X,Y-2:DRAWTO X1,Y1:IF
 T>270 THEN DRAWTO X1,Y1+D:DRAWTO X,Y+
D2:IF T>290 THEN DRAWTO X,Y+D3
270 COLOR 4-C:X2=CX+(CX-X):X3=CX+(CX-X
1):PLOT X2,Y-2:DRAWTO X3,Y1:IF T>270 T
HEN DRAWTO X3,Y1+D
271 IF T>270 THEN DRAWTO X2,Y+D2:IF T>
290 THEN DRAWTO X2,Y+D3
280 C=C+1:IF C=4 THEN C=1
290 NEXT T
300 COLOR 4:FOR T=0 TO 360:X=X(T)*R1+C
X:Y=Y(T)*R1+CY:X1=X(T)*R2+CX:Y1=Y(T)*R
2+CY
310 PLOT X,Y-2:PLOT X1,Y1:IF T<90 OR T
>270 THEN PLOT X1,Y1+D:IF T<70 OR T>29
0 THEN PLOT X,Y+D2:PLOT X,Y+D3
320 IF T=90 OR T=270 THEN PLOT X1,Y1:D
RAWTO X1,Y1+D
325 IF T=70 OR T=290 THEN PLOT X,Y+D2:
DRAWTO X,Y+D3
330 NEXT T
400 POKE 705,A:POKE 706,B:POKE 707,C:A
=PEEK(706):B=PEEK(707):C=PEEK(705):FOR
 D=0 TO PADDLE(0):NEXT D:POKE 77,0
403 IF PEEK(53279)=6 THEN F=F+2:A=F:B=
0:C=0:POKE 708,F:IF F>252 THEN F=0
404 GOTO 400
410 REM **IF NO PADDLES - REPLACE
PADDLE(0) IN LINE 400 WITH DIFFERENT
NUMBERS FOR SLOW OR FAST EFFECT
```

■

THE TOP TEN

1	**ENCOUNTER**	Novagen	16K	C
2	**SOLO FLIGHT**	Microprose	48K	C/D
3	**ACTION!**	O.S.S.	16K	ROM
4	**BASIC XL**	O.S.S.	16K	ROM
5	**DONKEY KONG**	Atari	16K	ROM
6	**SAVAGE POND**	Starcade	16K	C
7	**ACE**	English Software	16K	C
8	**ROBIN HOOD**	English Software	16K	C
9	**ZAXXON**	Datasoft	16K	C
10	**DIMENSION X**	Synapse	32K	C/D

Chart compiled 24/5/84

Supplied by
The Atari Center 021 643 9100

LISTING CONVENTIONS

The listings in this issue use a different format to previous issues with inverse video and control characters shown as they appear on the screen. You will probably need to refer to the chart which appears on the back cover of the 400/800 Basic Reference Manual or on page 8 of the 600XL manual. Particular care is needed when interpreting inverse control characters.

As always make sure you SAVE a copy of any listing before attempting to RUN it.

Several readers found the previous listing conventions difficult to follow. Please let us know whether the listings in this issue are easier so that we can decide on a permanent format.

Review

ENCOUNTER

Novagen

16k CASS. **1 PLAYER** **32k DISK**

The current vogue in software for the Atari is 3-D and most of the top arcade style games from America feature a 'three-dimensional' screen image. Zaxxon certainly started something. Whilst most of these games are very good, they only feature a 3-D *effect*, by using perspective and diagonal movement very cleverly. There have only been one or two games since Star Raiders which give the feel of actually moving in and out of the game but now, from the U.K., comes Encounter, a truly amazing three-dimensional arcade game.

Encounter's arcade relative is undoubtedly Battlezone and anyone who has played that game will know what to expect. As the player, your view is from the forward command window of a probe ship out onto a alien battlefield. The screen is split so that roughly two-thirds shows the view outside with a score and level indicator above and an instrument panel in the lower third. At the centre of this panel is a radar scanner on which the enemy craft can be located. Either side are warning lights indicating the presence of an enemy craft. Yellow indicators flash when an enemy is in range and the blue indicator flashes when the enemy is firing at you. Outside, the battlefield stretches to the mountains on the far horizon and at various points there are huge cylindrical obelisks which will block your path and shots, but which if used properly can protect you from enemy attack.

So far perhaps, a fairly ordinary alien scenario, one which, given the exaggerated descriptions applied to most computer games, could be any one of a number of alien combat games. Press the start button though and you will realise that Encounter is a mile ahead of almost any space game you have seen so far. As you move the joystick left and right, the whole view outside the window scrolls and when you push the joystick forward you move into the landscape. Those tiny obelisks grow and grow until you either dodge them or crash into them coming to a thundering halt. Pull back on the stick and you reverse away from the battlefield but, and here is one of the things that sets Encounter apart, many of the obelisks are now *behind* you and you can crash into them as you reverse. This *is* 3-D. Not only in front of you on the screen where you can see but also off screen in all directions. Whilst you are still marvelling at the movement of your craft, the first of the enemies will appear, a flying saucer hovering above ground and moving randomly over the battlefield dodging between and behind the pillars. You must shoot and destroy it before it fires at you. If it should fire a whole stream of fire-balls will speed towards you but if you can turn aside quickly enough they will continue on their straight trajectory and drift aside. It is hard to describe the movement but some very complex mathematics approximate the real-life situation, another of Encounters remarkable features. The second type of enemy is a missile which you cannot stalk or track. It is a homing missile and its presence is indicated by flashing red lights on the instrument panel and a menacing whine as it approaches weaving from side to side. Your best tactic is to back away and try to keep it in sight until, right at the last possible moment, as it looms huge and menacing on the screen, you fire and destroy it.

There are a random number of enemies, up to 19, to destroy on the first level before before you can reach the next level. When all enemies are destroyed a black rectangle appears (a Star Gate?) through which you must pass. You accelerate through a black void with brightly coloured spheres hurtling towards you steering desperately to avoid them until at last you begin to slow and finally emerge on to a landscape of different dramatic colour with enemies whose strategy is more advanced and who will be more difficult to destroy.

There is much, much more in Encounter than can be mentioned in a review. The graphics are superb, sound is used to maximum effect, the game play is well thought out and the proficiency of programming difficult to fully grasp. Your friends who bought other machines will regret their decision when they see you playing Encounter on your Atari. You will be impressed even if you have all the top American games. Encounter is quite simply the best arcade game to have been released for the Atari at £9.95 and you would have to search far and wide for for a better game at any price. •



GWENDOLYN.

THERE ARE SOME THINGS YOU KEEP SEARCHING FOR, BEYOND REASON.

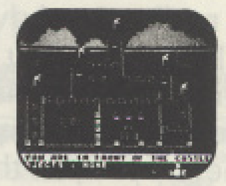
Kidnapped in revenge and locked in hatred somewhere deep beneath your castle, is your princess. Gwendolyn.

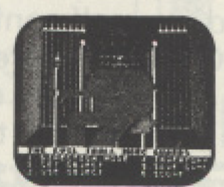
The prosperity of your kingdom, the end of a bitter feud, your very future depend on finding her.

You swear that no obstacle can stop you. But the high-resolution, 3-D graphics, animation and sound effects make the obstacles that await you more formidable than you can imagine.

And with over ninety different screens and two full sides of play, those obstacles and the decisions you must make can appear endless. In fact, you may have to endure hours of searching to rescue Gwendolyn.

But for her, you would endure anything, wouldn't you?







These are just three of over ninety exciting screens.

GWENDOLYN - a non-violent adventure for the CBM64 and ATARI home computers.

Available on disk only. CBM64 - 14.99 ATARI (40k) - 16.99 including VAT.

ALLRIAN 1000a Uxbridge Road, Hayes. Middlesex. UB4 0RL.

You Really Should....

a cautionary tale

adventure (ad-ven-tur), n. A bold undertaking in which hazards are to be met and the issue hangs upon unforseen events; a daring feat; a remarkable experience.
addict (a-dikt), v. To devote or surrender (oneself) to something habitually or excessively.
Adventure Addict (Ad-ven-tur A-dikt), n. One surrendered to locating and exploring the gigantic Colossal Cave, willing to face any and all hazards, unforseen events and vile creatures in order to gain vast treasure and wealth rumoured to be hidden within the cave!

It all started innocently enough in the Spring of 1979. Being a manager of computer programmers at my company, I hired two college students from a local University to do some programming during the summer. I mean, after all, there is nothing unusual about that. Ever since the invention of the abacus, college students have been used during the summer to provide companies with extra calculating/ computing expertise.

Well, not too far into that summer, one of the two students who had noticed my interest in computer games made a seemingly innocent seven word statement to me. A statement however, unbeknownst to me at the time, that was to change my whole life. He said 'You know, you should really play Adventure.'

Now, let me tell you what I should have done at that point. I should have ignored his remark and gone merrily about my business of managing programmers. I tell you this as a forewarning. Should you find yourself confronted with a similar statement, IGNORE IT! I repeat, IGNORE IT! Take this advice from a man of experience, a man who choose not to ignore that simple little seven word remark and suffered the consequences thereof.

All of those cute little cliches like 'Curiosity killed the cat' etc. are applicable in this situation. Alas, my curiosity had peaked. I stopped in my tracks and momentarily pondered what my reply should be. It was as if something, someone, was saying to me, 'Don't speak. Ignore him. Go about your business. You'll be sorry....'. Nevertheless, I looked him square in the eye.

'What is Adventure?' I said. A seven word remark followed by an innocent three word reply and little did I realise it but I was on my way to being hooked, to becoming an Adventure Addict!

'You mean you haven't heard of Adventure?', he replied.

'No' was my simple straightforward response.

'The Colossal Cave with magic and treasures?' he said. 'The pirate and dwarves. The most fantastic game ever invented?'

I was intrigued beyond measure. 'Tell me more' I replied.

His smile turned to a frown. It was as if a cult member had revealed too much of the cult and was in danger of punishment. ' I've already told you too much' he said and abruptly turned around and walked off.

I was puzzled and shocked. After all, I had hired him. I was the boss. I had a right to know more. But, alas, he avoided me the rest of the day, staying in his cubicle, working on the programming project I had assigned to him. Besides, that last look on his face told me I would get no more information today.

The next day both students greeted me with grins that rivalled that of the Cheshire Cat. 'Hey, boss', they said, 'Come over here. We've got something to show you.' I walked over. The two of them were sitting in front of one of the company's computer terminals. 'Last night we went over to the University and got a copy of the Adventure. We put it up on the network. Sit down. We want you to try it.' They motioned to the chair in front of the terminal. I obviously had no choice. Curiously (and somewhat apprehensively) I sat down.

One of them reached over my shoulder and typed: RUN ADVENTUR (RETURN)

The terminal sprang to life:

Nearby (legend says) there is a Colossal Cave where others have found fortunes in treasure and gold. However, it is rumoured that some who enter are never seen again. It is also said that magic works in the cave!.....

Other information was given about how to move, about a rod, a bird, cave passages that twist a lot and...... Well, I've told you too much already. It was fascinating. I had never seen a game like it before. I was hooked.

I turned round to my two friends. 'Well what do I do next?'

All I got in return were two grins.

'Where's the cave? How do I find it?'

More grins.

'Aren't you guys going to help me?'

Grinning silence. It was obvious they thoroughly enjoyed watching me fumble about trying to find the cave, smug in the fact that they knew all the answers and were not about to relinquish even the slightest hint to alleviate my suffering. After all, they were GRANDMASTERS, having thoroughly conquered the cave, whereas I was a lowly form of life that hadn't even scored any points yet.

by Robert Howell

To make a long story short, I became an Adventure Addict! For the next three months, I literally lived and breathed Adventure. I spent every possible waking moment (and most of my sleeping time too) inside of the Colossal Cave. I mapped and mapped it out. I found treasures that dreams are built on, only to lose them to some greedy fiend in the cave. I battled snake and dragon, pirate and troll until I was exhausted beyond belief. I got hopelessly lost in mazes, sat in ecstacy at the breathtaking view, I...... There I go, telling you too much again.

Finally, after three agonizing months, bags beneath my eyes, loss of all my friends, 20 pounds leaner and a nervous wreck, I solved the final puzzle, brought the last treasure to the surface and became a GRANDMASTER. Then, and only then, would the other two GRANDMASTERS even begin to talk with me about the intricacies of the Colossal Cave, how it was programmed etc. I was now part of the cult, I had achieved the coveted status of GRANDMASTER. What a feeling that was. It was literally exhilarating!

Next I bought an Atari 800 computer and I proceeded to implement the whole Colossal Cave Adventure on the Atari in 32K of RAM. (40K for the disk version.) Believe me, that was no easy task. My article in the August 1981 issue of Creative Computing magazine explains how I did it, and it gives a lot of hints on optimizing memory in Atari Basic.

Well, that's my story concerning how I became an Adventure Addict. The road to GRANDMASTER status is long and agonizing. Many start but few persevere and finish. Give it careful consideration and very seriously weigh the pros and cons before you decide to begin but, dear reader, let me leave you with one seven word final thought

'You know, you really should play Adventure'

Bob Howell
Adventure GRANDMASTER

When All Else Fails

The Adventurer's ultimate aid

by John Dimmer

You're pretty good at Adventures right? You can breeze through the easy ones and crack all the hard ones with just a little bit of thought. You are probably now looking for the ultimate Adventure, one that will give you at least some challenge? Well, you can stop reading now, this program is not for you, it is for the rest of us, mere mortals.

Many of us find almost any adventure quite a challenge and this program was developed in order to provide some help. It won't solve problems for you but it might, just *might*, give you a few clues to get off the ground or get past an obstacle.

Magic is quite common in Adventures isn't it? And quite legitimate. What if, by some sort of magic, you could see into the program you are stuck on? That wouldn't be cheating would it? Of course not, us Adventurers are entitled to use all means in our power to solve the quest. Either that or crack up in a jibbering heap vowing never to buy another adventure!

The program will not solve an Adventure but what it does do is list a cassette based Adventure to the screen so that you might find some clues in the listing. Much of the listing will be meaningless but here and there you may see some vital clues. It could bring you back from the edge of despair.

I pass it on to you, fellow (novice) Adventurers. Use it only if you really must, but if you do, don't come back and tell me you're pretty good at Adventures. That you can breeze through the easy ones.... Right!

```
0 REM ******************************
1 REM *  ADVENTURE PROGRAM DISPLAY *
2 REM *    an aid for desperate    *
3 REM *        adventurers!        *
4 REM *            by              *
5 REM *       JOHN DIMMER          *
6 REM *    based on CBOOTMGR by    *
7 REM *  H.Striepe - ANTIC Feb 83  *
8 REM ******************************
100 DIM A$(2)
110 GRAPHICS 2:POSITION 5,1:? #6;"ADVE
NTURE":POSITION 5,3:? #6;"PROGRAMME":P
OSITION 6,5:? #6;"DISPLAY"
130 SUBSTART=1700:SUBEND=1751
140 FOR X=SUBSTART TO SUBEND
150 READ Y:POKE X,Y:NEXT X
160 DATA 32,68,218,104,201,4,208,43
170 DATA 104,104,10,10,10,10,170,104
180 DATA 104,157,66,3,104,157,69,3
190 DATA 104,157,68,3,104,157,73,3
200 DATA 104,157,72,3,32,86,228,132
210 DATA 212,189,72,3,133,203,189,73
220 DATA 3,133,204,96
230 BASTOP=PEEK(144)+256*PEEK(145)
240 MEMTOP=PEEK(741)+256*PEEK(742)
250 BUF=BASTOP+100
260 BUFLEN=MEMTOP-BUF
270 GT=7:PT=11
280 ? CHR$(125);"INSERT BOOT SOURCE CA
SSETTE INTO":? "CASSETTE DRIVE, PRESS
PLAY,":? "AND PRESS RETURN "
290 OPEN #1,4,128,"C:"
300 ? CHR$(125);"LOADING CASSETTE BOOT
 FILE..."
310 ERROR=USR(1700,1,GT,BUF,BUFLEN)
320 CLOSE #1:LINE=280:GOSUB 480
330 IF ERROR=1 THEN ? CHR$(125);CHR$(2
53);"INSUFFICIENT BUFFER SPACE...":FOR
 T=1 TO 250:NEXT T:RUN
340 FILELEN=PEEK(203)+256*PEEK(204)
350 ? CHR$(125):GRAPHICS 0:POKE 710,24
4
360 POSITION 12,2:? FILELEN;:? "BYTES
LOADED"
370 POSITION 9,9:? "PRESS CRTL-1 TO FR
EEZE"
380 POSITION 9,11:? "AND UNFREEZE THE
SCROLL"
390 FOR T=1 TO 500:NEXT T:POKE 766,1
400 OPEN #1,8,0,"E:"
410 ? CHR$(125):ERROR=USR(1700,1,PT,BU
F,FILELEN)
420 CLOSE #1:LINE=3900:GOSUB 480
430 ? "K"
440 ? "ANOTHER VIEW (Y or N)":INPUT A$
445 POKE 766,0
450 IF A$="Y" THEN 350
460 IF A$="N" THEN 280
470 ? "INCORRECT INPUT.....TRY AGAIN":
GOTO 440
480 IF ERROR=1 OR ERROR=136 THEN RETUR
N
490 IF ERROR=0 THEN 520
500 ? CHR$(125);CHR$(253);"I/O ERROR,
CHECK PERIPHERALS":? "AND TRY AGAIN...
"
510 FOR T=1 TO 300:NEXT T:POP :GOTO LI
NE
520 GRAPHICS 0:POSITION 2,14:? CHR$(25
3);">>>> PROGRAM ERROR,  REVIEW USR AR
GUMENTS...<<<<":STOP
```

■

Program

HOUSE OF SECRETS

REQUIRES 32K

by David Blease

Before you stands a huge mansion and inside, it is rumoured, a fortune in gold. Do you have it in you to find this treasure? Are you brave or clever enough? What's more, do you think you can come out alive?

House of Secrets is a traditional text adventure written in Basic but with several machine code routines to provide a split screen and a fast response time. If you have played adventures before you will be familiar with the method of play but details are included in the introduction. The game has the facility to save partially completed adventures to tape or disk and the overall effect matches that of many commercially available adventures.

As far as the programming goes, locations 1536-1569 contain a new display list to split the screen between page 124 for the top and the usual screen memory (S) for the bottom.

USR(1710) clears page 124.
USR(1570) writes to page 124.
USR(1593,X,S) adjusts the size of the top screen section to display exactly the number of lines (X) written, by changing the display list in page 6.
USR(CH,ADR of $,ADR of character to be found, length of $ to search) searches for a particular character in a string. The value of the variable CH is 1738.
USR(DE,ADR(NOUN$),N,length of NOUN$) checks that the noun is valid. The verb routine is similar. The variable DE is the ADRess of DE$ and N is the ADRess of N$.

The program uses no arrays. The master string, M$, contains the location number, possible exits (6), and the objects present for each location. It is updated after leaving a location and is the only information that is needed to be saved on the SAVE GAME routine. ME$ records the location you are in and the objects being carried. LOC$ records the present location and its contents.

If you would prefer to play House of Secrets without looking at the listing or you find the prospect of all that typing too daunting, I can offer copies on tape or disk by post. Send £2.50 for a cassette copy or £3.50 for a disk copy to David Blease, 31, Melcombe Avenue, Weymouth, Dorset. Tel 0305 71230. Please ensure that your name and address are included and are legible.

No help responses are given in order to save space, but it would be a simple matter to add appropriate responses depending on the location. The adventure is moderately difficult even after typing it in and getting clues from the listing

Be careful with the DATA statements and make sure you SAVE a copy before you RUN it. Remember also that you must have at least 32K memory.

```
1 REM ******************************
2 REM *       HOUSE OF SECRETS     *
3 REM *                            *
4 REM *         An Adventure       *
5 REM *       by David Blease      *
6 REM *                            *
7 REM *    >> REQUIRES 32K <<      *
8 REM ******************************
10 GRAPHICS 0:POKE 106,123:GRAPHICS 0:
POKE 710,163:POKE 712,163:POKE 82,0:PO
KE 752,1:RESTORE 2001
11 POKE 16,112:POKE 53774,112:S=PEEK(8
8)+256*PEEK(89)
12 POSITION 13,0:? "Welcome to the":PO
SITION 12,1:? "HOUSE OF SECRETS":POSIT
ION 12,2:? "by  David Blease":?
13 ? "You command me with 2 word phras
es.":? "I understand many words and so
me single letter commands, e.g N,S,E,W
,U,D."
14 ? "Also Q for quit/save game and I
to take an inventory of what I am carr
ying."
15 ? :? "If one word doesn't work try
another    with a similar meaning."
16 ? :? "This adventure starts with yo
u standing at the gates of an old mans
ion you have inherited."
17 ? "There is a legend that this hous
e was   built on the remains of a much
 older   building used by an evil war
lock."
18 ? "He boasted of owning a fortune b
ut it   has never been found!"
20 GOSUB 2000:OPEN #C1,C4,C0,"K:":? :?
 "Press RETURN to start on your advent
ure":GET #C1,L
21 ? CHR$(125):? "Do you wish to resto
re a previously    saved game?":GET #
C1,L:IF L<>78 AND L<>89 THEN 21
```

```
22 CLOSE #C1:ME$=M$(477,484):LOC$=M$(C
1,C14)
23 IF L=89 THEN GOSUB 1900:M=ASC(ME$(C
8,C8))
25 ? CHR$(125):POKE 559,C0:POKE 560,C0
:POKE 561,C6:POKE 559,34:POSITION C0,C
10:GOTO 200
30 L=C14*(ASC(ME$(C8,C8))-49)+C1:RETUR
N
31 HE=USR(CH,LOC8,N,C7):RETURN
32 IN=USR(CH,ME,N,C7):RETURN
33 GOSUB 32:IF IN THEN RETURN
34 POP :? "I'm not carrying it":RETURN
35 GOSUB 32:IF IN THEN RETURN
36 POP :? "I don't see it here":RETURN
37 HE=USR(CH,LOC8,ADR("/"),C7):IF HE=C
0 THEN ? "I'll need fewer objects here
!":POP :RETURN
38 RETURN
39 IN=USR(CH,ME,ADR("/"),C7):IF IN=C0
THEN ? "I'm carrying too much!":POP :R
ETURN
40 RETURN
48 ? "You are asking the impossible":R
ETURN
49 ? "How?":RETURN
50 ? "He comes to life and opens an un
seen    door":L=USR(CH,LOC8,ADR("X"),C
7):LOC$(L+C7,L+C7)="/":LOC$(C4,C4)="N"
51 POP :GOTO 200
52 ? "I don't understand.":RETURN
53 ? "Eh?":RETURN
54 ? "It's shut.":RETURN
55 ? "It won't move":RETURN
56 ? "It is open":RETURN
57 ? "I see nothing special.":RETURN
58 ? "I've found something!":RETURN
59 ? "It's empty.":RETURN
60 ? "I don't see it":RETURN
61 ? "It's too high to reach!":RETURN
62 ? "Nothing happens.":RETURN
63 ? "I can't.":RETURN
64 ? "Thwunk-the arrow disappears.":RE
TURN
65 ? "On what?":RETURN
66 ? "It's stuck.":RETURN
67 ? "OK-I hear machinery.":RETURN
68 ? "A heavy stone door opens.":RETUR
N
69 ? "I can't take that.":RETURN
80 ? "standing at the gates to the old
house.":RETURN
81 ? "on the drive leading up to the o
ld house.":RETURN
82 ? "at the heavy front door.":RETURN
83 ? "at the west side of the house.":
RETURN
84 ? "at the east side of the house.":
RETURN
85 ? "at the back of the house.":RETUR
N
86 ? "in the once beautiful garden.The
re is a summerhouse nearby.":RETURN
87 ? "in the neglected vegetable garde
n .There is a wall nearby.":RETURN
88 ? "in the damp old summerhouse.":RE
TURN
89 ? "on top of the wall.":RETURN
90 ? "on top of the wall.":RETURN
91 ? "in a walled part of the garden w
ith an observatory nearby.":RETURN
92 ? "inside the observatory.":RETURN
93 ? "in the dusty old hall.The stairs
 seem to have collapsed.":RETURN
94 ? "in the dining room.":RETURN
95 ? "inside the grandfather clock.":R
ETURN
96 ? "inside the clock.There is an ope
ning with steps going down.":RETURN
97 ? "in a musty dimly lit cellar.":RE
TURN
98 ? "in a short passageway.":RETURN
99 ? "in a tunnel hewn out of the rock
.":RETURN
100 ? "at the end of the tunnel.":RETU
RN
101 ? "at the eastern edge of a deep c
hasm.I can barely see the other side."
:RETURN
102 ? "on the west side of the chasm b
y a target.":RETURN
103 ? "at the bottom of the chasm.":RE
TURN
104 ? "at the bottom of the chasm.":RE
TURN
105 ? "on a sloping path.There's a roa
ring sound and it's getting hotter!":R
ETURN
106 ? "in a passageway blocked by a sh
eet of flame from a crack in the floor
.":RETURN
107 ? "on the other side of the crack.
It's a dead end.":RETURN
108 ? "in a large room.It is much cool
er here.":RETURN
109 ? "in an altar room.":RETURN
110 ? "in a low passageway.":RETURN
111 ? "at the end of the passageway.Th
ere is an iron door here.":RETURN
112 ? "in a tomb with a high ceiling a
nd  no doors!":RETURN
113 ? "at the top of the ladder.":RETU
RN
120 POSITION C10,C2:? "YOU HAVE DIED..
 ":A=USR(1593,C4,5)
121 ? "Do you want to play again?":INP
UT R$:IF R$(C1,C1)="Y" THEN RUN
122 NEW
130 DATA An old crowbar
131 DATA Some tablets
132 DATA A bottle
133 DATA A large key
134 DATA A spade
135 DATA A length of wood
136 DATA Some valuable coins
137 DATA A can of oil
138 DATA A carrot
140 DATA A crossbow
141 DATA A wooden chest
143 DATA A wooden chest
144 DATA A bottle of water
145 DATA A telescope
146 DATA A skeleton
147 DATA A toolbox
148 DATA An opened toolbox
149 DATA A telescope
150 DATA A crossbow
151 DATA A fortune in Gold
153 DATA Snow
154 DATA A skull
155 DATA A large ring
156 DATA A garden tap
157 DATA A garden seat
159 DATA A manhole
160 DATA A seat
161 DATA A sign
163 DATA A grandfather clock
164 DATA A ticking grandfather clock
167 DATA A wheel set into the wall
169 DATA A statue
171 DATA A target
178 DATA A tap
179 DATA A garden seat
181 DATA Large gates
183 DATA A bonfire
184 DATA A lever
190 IF R$="END" THEN ? "CONGRATULATION
S-YOU HAVE COMPLETED THIS ADVENTURE.":
GOTO 121
200 GOSUB 30:M$(L,L+C13)=LOC$:ME$(C8,C
8)=CHR$(M):GOSUB 30:LOC$=M$(L,L+C13)
201 A=USR(1710):A=USR(1570)
202 IF M>65 AND NOUN$(55,55)="9" THEN
POSITION C8,C4:? "I can't see in the d
ark!":X=C8:A=USR(1593,X,5):GOTO 300
203 IF R$="DEAD" THEN 120
204 POSITION C0,C0:? "I am ";:GOSUB 79
+(M-48)
205 POSITION C0,C3:? "Possible exits a
re:";:L=C0:FOR I=C1 TO C6:IF LOC$(I+C1
,I+C1)<>"/" THEN ? DIR$(I,I);" ";:L=C1
206 NEXT I:IF L=C0 THEN ? "Nil"
208 L=C0:X=C6:FOR I=C8 TO C14:A=ASC(LO
C$(I,I))-48:IF A=-1 THEN NEXT I:GOTO 2
13
209 RESTORE 129+A:READ B$:IF L=C0 THEN
```

continued overleaf

House of Secrets

```
 POSITION C0,C5:? "Visible Objects :":
L=C1
210 IF L=C1 THEN POSITION C0,X:? B$:X=
X+1:NEXT I
213 POSITION C0,X:? "________________
__________________":X=X+C2:A=USR(
1593,X,5)
300 IF R$="END" THEN 190
301 TRAP 300:? "What shall I do";:INPU
T R$:TRAP 40000:L=LEN(R$):IF L=C0 THEN
 GOSUB 53:GOTO 300
302 IF L=C1 THEN V$=R$:GOTO 320
303 IF R$="HELP" THEN GOSUB 700:GOTO 3
00
304 X=USR(CH,ADR(R$),ADR(" "),L):IF X<
C2 THEN GOSUB 53:GOTO 300
305 V$=R$(C1,X-C1):IF X=C3 THEN V$(C3,
C4)="**"
306 IF X=C4 THEN V$(C4,C4)="*"
307 A=USR(DE,ADR(VERB$)-C5,V,38)
308 IF A=C0 THEN GOSUB 52:GOTO 300
309 N$=R$(X+C1,L):L=LEN(N$):IF L<C2 TH
EN GOSUB 52:GOTO 300
310 IF L=C2 THEN N$(C3,C4)="**"
311 IF L=C3 THEN N$(C4,C4)="*"
315 L=USR(DE,ADR(NOUN$)-C5,N,65):IF L=
C0 THEN GOSUB 52:GOTO 300
316 N$=CHR$(L)
317 X=A-64
318 ON X GOSUB 350,400,420,430,470,520
,540,450,560,570,575,590,600,615,640,6
60,670,680,690,700,720,740,750,760,790
,800,830
319 GOTO 300
320 L=USR(CH,ADR(DIR$),V,C8):IF L=C0 T
HEN GOSUB 53:GOTO 300
321 IF L>C6 THEN 330
322 L=L+C1:M=ASC(LOC$(L,L)):IF M=47 TH
EN ? "You can't go that way!":M=ASC(LO
C$(C1,C1)):GOTO 300
323 IF M>65 THEN R$=NOUN$(55,55)
324 ? OK$:GOTO 200
330 IF L<>C7 THEN 340
331 L=C0:? "I am Carrying:":FOR I=C1 T
O C7:X=ASC(ME$(I,I))-48:IF X=-1 THEN N
EXT I:GOTO 334
332 RESTORE 129+X:READ R$:? R$:L=C1:NE
XT I
334 IF L=C0 THEN ? "Nothing!"
335 GOTO 300
340 GOSUB 1910:GOTO 300
350 REM EXAMINE
351 IF L<104 THEN GOSUB 31:IF HE=C0 TH
EN A=-1:GOSUB 35
352 L=L-48:R$=LOC$(C1,C1):IF L>59 THEN
 57
353 IF L<29 THEN ON L GOTO 57,356,59,5
7,57,57,57,57,57,57,357,358,360,59,362
,57,57,363,59,57,57,57,57,57,413,415,5
7,57
354 IF L<56 THEN ON L-28 GOTO 57,56,57
,366,54,56,367,368,369,369,370,372,57,
57,57,57,57,57,57,57,57,57,54,56,374,5
7,57
355 ON L-55 GOTO 54,57,57,380
356 ? "They're Valium":RETURN
357 ? "It's loaded":RETURN
358 GOSUB 37:GOSUB 58:LOC$(HE+C7,HE+C7
)="7":NOUN$(70,70)="=":IF A=-1 THEN ME
$(IN,IN)="=":POP :GOTO 200
359 GOSUB 31:LOC$(HE+C7,HE+C7)="=":POP
 :GOTO 200
360 GOSUB 37:GOSUB 58:LOC$(HE+C7,HE+C7
)=";":NOUN$(70,70)=">":IF A=-1 THEN ME
$(IN,IN)=">":POP :GOTO 200
361 GOSUB 31:LOC$(HE+C7,HE+C7)=">":POP
 :GOTO 200
362 ? "It's full of water":RETURN
363 GOSUB 37:GOSUB 58:LOC$(HE+C7,HE+C7
)="1":NOUN$(90,90)="C":NOUN$(85,85)="C
":IF A=-1 THEN ME$(IN,IN)="C":POP :GOT
O 200
364 GOSUB 31:LOC$(HE+C7,HE+C7)="C":POP
 :GOTO 200
366 ? "Try reading it?":RETURN
367 ? "It's ticking":RETURN
368 ? "It's rusty":RETURN
369 ? "It's lubricated":RETURN
370 ? "It's a beggar":NOUN$(135,135)="
X":LOC$(HE+C7,HE+C7)="X":RETURN
372 ? "He wants something.":RETURN
374 GOSUB 37:GOSUB 58:LOC$(HE+C7,HE+C7
)="6":NOUN$(170,170)="f":GOSUB 31:LOC$
(HE+C7,HE+C7)="f":POP :GOTO 200
380 IF R$<>"Q" THEN 60
381 GOTO 61
400 REM TAKE
401 GOSUB 32:IF IN THEN ? "I'm already
 carrying it!":RETURN
402 GOSUB 39:IF L>76 THEN 69
403 GOSUB 31:IF HE=0 THEN 60
406 IF L<71 THEN LOC$(HE+C7,HE+C7)="/"
:ME$(IN,IN)=N$:POP :? OK$:GOTO 200
407 L=L-70:GOTO 407+L*2
409 L=USR(CH,ME,ADR("3"),C7):IF L THEN
 NOUN$(20,20)="?":N$="3":GOSUB 32:ME$(
IN,IN)="?":? OK$:RETURN
410 ? "It melt's in my hands!":RETURN
411 GOTO 409
413 ? "It's fixed to the altar.":RETUR
N
415 ? "It's fixed to the floor.":RETUR
N
420 REM DROP
421 GOSUB 33:GOSUB 37
422 IF N$="7" AND USR(CH,LOC8,ADR("X")
,C8) THEN ME$(IN,IN)="/":? "A hollow v
oice says'God bless you sir'":GOTO 50
423 LOC$(HE+C7,HE+C7)=N$:ME$(IN,IN)="/
":? OK$:POP :GOTO 200
430 REM USE
431 IF L>76 THEN 52
432 IF N$=":" AND USR(CH,ME,ADR("?"),C
7) THEN ? "Try'EMPTY BOTTLE'":RETURN
433 GOSUB 33:IF N$="1" THEN ? "Try'LEV
ER OBJECT'":RETURN
434 IF N$="5" THEN ? "Try 'DIG ...':RE
T."
435 IF N$="6" AND LOC$(C1,C1)="Q" AND
NOUN$(200,200)="k" THEN ? "GOT IT!":NO
UN$(200,2,200)="1":GOTO 442
437 IF N$="8" THEN ? "Try'OIL OBJECT'"
:RETURN
438 L=USR(CH,ADR("eD"),N,C2)
439 IF L AND LOC$(C1,C1)="F" THEN ? "I
 can see a target on the other side":N
OUN$(75,75)="D":ME$(IN,IN)="D":RETURN
440 IF L THEN ? "Everything seems clos
er":RETURN
441 GOTO 62
442 ? "A ladder appears.I can go up!":
LOC$(C6,C6)="R":POP :GOTO 200
450 REM FIRE
451 GOSUB 32:IF  NOT IN THEN 52
452 A=USR(CH,N,ADR(";E"),C2):IF A=C0 T
HEN 52
453 IF N$="E" THEN 59
454 IF LOC$(C1,C1)<>"F" THEN 64
456 IF USR(CH,ME,ADR("0"),C7) THEN 64
457 A=USR(CH,ME,ADR("D"),C7):IF A=C0 T
HEN 64
459 R$=NOUN$(C10,C10):IF R$<>"K" THEN
? "Missed-I'm shaking too much":RETURN
460 ? "Bull's eye!":? "A stone moves &
 there are steps down":NOUN$(65,65)="E
":LOC$(C7,C7)="H":ME$(IN,IN)="E":POP :
GOTO 200
470 REM GO
471 IF L>139 THEN L=L-139:POP :GOTO 32
2
472 R$=LOC$(C1,C1)
473 IF N$="M" AND (R$="2" OR R$="R") T
HEN 54
474 IF N$="N" AND R$="R" THEN ? OK$:M=
ASC("2"):R$="END":POP :GOTO 200
476 A=USR(CH,ADR("hz"),N,C2):IF A=C0 T
HEN 485
477 IF R$="3" AND NOUN$(180,180)="h" T
HEN 54
478 IF R$="3" THEN M=ASC(">"):POP :? O
K$:GOTO 200
479 IF R$="B" AND LOC$(C2,C2)="C" THEN
 M=ASC("C"):POP :? OK$:GOTO 200
480 IF R$="L" AND LOC$(C4,C4)="M" THEN
 M=ASC("M"):POP :? OK$:GOTO 200
481 IF R$="N" AND LOC$(C3,C3)="O" THEN
 M=ASC("O"):POP :? OK$:GOTO 200
482 IF R$="P" THEN M=ASC("O"):POP :? O
K$:GOTO 200
```

```
483 GOTO 52
485 IF N$<>"w" THEN 490
486 IF ASC(R$)>50 AND ASC(R$)<55 THEN
 ? "Try the door":RETURN
487 IF R$="7" THEN ? OK$:M=ASC("9"):PO
P :GOTO 200
490 IF N$="q" AND R$="K" THEN ? "Arrgh
-I'm on fire!":R$="DEAD":POP :GOTO 200
492 IF (R$="F" OR R$="G") AND (N$="w")
 THEN ? "I'm falling!":R$="DEAD":POP :
GOTO 200
493 IF N$="c" AND R$="1" THEN 54
495 IF N$="d" AND R$="1" THEN M=ASC("2
"):POP :GOTO 200
497 A=USR(CH,ADR("QRS"),N,C3):IF A=C0
THEN 505
498 IF R$<>"2" THEN 52
499 R$=NOUN$(125,125):IF R$="Q" THEN 5
4
500 IF R$="R" THEN M=ASC("@"):POP :GOT
O 200
501 IF R$="S" THEN M=ASC("A"):POP :GOT
O 200
505 IF N$<>"j" THEN 509
506 IF R$=">" THEN 63
507 IF R$="A" THEN ? OK$:M=ASC("B"):PO
P :GOTO 200
508 IF R$="F" AND NOUN$(65,65)="E" THE
N ? OK$:M=ASC("H"):POP :GOTO 200
509 IF N$<>"o" THEN 52
510 IF LOC$(C1,C1)<>"<" THEN 52
511 ? OK$:M=ASC("="):POP :GOTO 200

520 REM OPEN
521 IF L>103 THEN 532
522 GOSUB 31:IF ME=C0 THEN GOSUB 33
523 IF USR(CH,ADR("3G<=>B"),N,C6) THEN
 ? OK$:RETURN
524 IF USR(CH,ADR("R5dzC"),N,C5) THEN
? "It's already open":RETURN
526 IF N$="Q" THEN ? OK$:NOUN$(125,125
)="R":LOC$(ME+C7,ME+C7)="R":RETURN
528 IF N$="c" THEN ? OK$:NOUN$(165,165
)="d":LOC$(ME+C7,ME+C7)="d":RETURN
529 IF N$="M" THEN 55
532 IF N$="h" AND LOC$(C1,C1)="3" THEN
 55
534 IF N$="z" THEN 56
535 GOTO 52
540 REM UNLOCK
541 IF L>103 THEN 548
542 GOSUB 31:IF ME=C0 THEN GOSUB 33
543 L=USR(CH,ADR("Q<BMC"),N,C5):IF L=C
0 THEN 52
544 IF USR(CH,ME,ADR("4"),C7) THEN ? "
It's not locked":RETURN
546 ? "I have no key.":RETURN
548 IF N$="h" THEN ? "No keyhole!":RET
URN
549 GOTO 52
560 REM BREAK
561 IF L>76 THEN 63
562 GOSUB 31:IF ME=C0 THEN 565
563 L=USR(CH,LOC8,ADR("23IA"),C7):IF L
=C0 THEN 63
564 LOC$(ME+C7,ME+C7)="/":? "Smash!!":
POP :GOTO 200
565 GOSUB 33:L=USR(CH,ME,ADR("23A"),C7
):IF L=C0 THEN 63
566 ME$(IN,IN)="/":? "Smash!!":RETURN
570 REM TOUCH
571 IF N$<>"G" AND N$<>"H" THEN ? "It
feels normal.":RETURN
572 GOSUB 31:IF ME=C0 THEN 60
573 ? "It's cold.":RETURN
575 REM READ
576 IF N$<>"p" THEN 57
577 R$=LOC$(C1,C1):IF R$="1" THEN ? "P
RIVATE-KEEP OUT":RETURN
578 IF R$="E" THEN ? "Adventurer's wid
ows fund-give generously":RETURN
579 IF R$="G" THEN ? "KEEP DUNGEONS TI
DY":RETURN
580 GOTO 60
590 IF L>76 THEN 52
591 IF N$=":" THEN 598
592 GOSUB 33:IF N$<>"2" THEN 595
593 R$="E":A=ASC(LOC$(C1,C1)):IF A>66
THEN R$="K"
594 ME$(IN,IN)="/":NOUN$(C10,C10)=R$:?
 "That's better.":RETURN
595 IF N$="9" THEN GOSUB 33:? "Everyth
ing seems brighter.":ME$(IN,IN)="/":NO
UN$(55,55)="L":POP :GOTO 200
596 IF N$="G" OR N$="H" THEN ? OK$:RET
URN
597 ? "NO THANKS":RETURN
598 L=USR(CH,ME,ADR("?"),C7):IF L=C0 T
HEN 60
599 ? "Thanks":ME$(L,L)="3":NOUN$(20,2
0)="3":RETURN
600 REM DIG
602 A=USR(CH,ME,ADR("5"),C7):IF A=C0 T
HEN ? "No spade":RETURN
603 IF N$="v" THEN 608
604 IF N$<>"s" THEN 608
605 IF NOUN$(240,240)="s" AND LOC$(C1,
C1)="8" THEN GOSUB 37:LOC$(ME+C7,ME+C7
)="9":GOSUB 58:NOUN$(240,240)="v":POP
:GOTO 200
608 ? "Nothing here.":RETURN
615 REM LEVER
617 A=USR(CH,ME,ADR("1"),C7):IF A=C0 T
HEN 49
618 IF L<77 THEN 52
619 IF L>103 THEN 630
621 GOSUB 31:IF ME=C0 THEN 60
622 IF N$<>"M" THEN 52
623 R$=LOC$(C1,C1):IF R$="2" THEN 55
624 IF R$="R" THEN NOUN$(115,115)="N":
LOC$(ME+C7,ME+C7)="N":GOTO 56
630 IF N$<>"h" THEN 52
632 IF LOC$(C1,C1)="3" THEN ? "Bingo!"
;:NOUN$(180,180)="z":GOTO 56
640 REM JUMP
641 IF L<104 THEN 52
643 IF USR(CH,ADR("hijkl"),N,C5) THEN
? "Too high":RETURN
644 R$=LOC$(C1,C1):L=USR(CH,ADR("urqw"
),N,C4):IF L=C0 THEN 52
645 IF R$<>"F" THEN 647
646 ? "It was too wide!":R$="DEAD":POP
 :GOTO 200
647 IF R$<>"K" THEN 650
648 IF NOUN$(285,285)="y" THEN ? "Made
 it!":M=ASC("L"):NOUN$(285,285)="x":PO
P :GOTO 200
649 IF NOUN$(285,285)="x" THEN 651
650 IF R$<>"L" THEN 63
651 ? "I'm on fire!!":R$="DEAD":POP :G
OTO 200
660 REM WIND
661 A=USR(CH,ME,ADR("4"),C7):IF A=C0 T
HEN 49
663 GOSUB 31:IF ME=C0 THEN 63
664 IF N$="R" OR N$="Q" THEN NOUN$(125
,125)="S":LOC$(ME+C7,ME+C7)="S":GOSUB
67:POP :GOTO 200
665 IF N$="S" THEN 62
666 GOTO 52
670 REM INSERT
671 IF L>76 THEN 52
672 GOSUB 33:IF N$="4" AND LOC$(C1,C1)
<>"2" THEN ? "No keyhole!":RETURN
673 IF N$="4" THEN ? OK$:RETURN
675 IF N$="7" THEN 62
676 IF N$="1" THEN ? "Try'LEVER OBJECT
'":RETURN
677 GOTO 52
680 REM FILL
681 IF L>76 THEN 52
682 R$=LOC$(C1,C1):IF R$<>"2" THEN 49
683 GOSUB 33:IF N$="3" THEN ? OK$:NOUN
$(20,20)="2":ME$(IN,IN)="?":RETURN
684 IF N$="?" THEN 410
685 GOTO 52
690 REM EMPTY
691 IF L>76 THEN 52
692 IF USR(CH,ME,ADR("?"),C7) AND N$="
:" THEN 65
693 GOSUB 33:IF N$="?" THEN 65
694 IF N$="3" THEN 59
697 GOTO 52
700 REM HELP
701 ? "Not allowed!":RETURN
720 REM MOVE
721 IF L>104 THEN 52
722 R$=LOC$(C1,C1):IF N$="h" AND R$="3
" THEN 55
```

continued overleaf

House of Secrets

```
724 GOSUB 31:IF HE=C0 THEN GOSUB 35
725 IF N$<>"b" THEN 727
726 GOSUB 37:LOC$(HE+C7,HE+C7)="B":NOUN$(160,160)="0":GOSUB 58:GOSUB 31:LOC$(HE+C7,HE+C7)="0":POP :GOTO 200
727 IF N$="0" THEN 62
728 IF N$="g" THEN GOSUB 49:GOTO 61
729 IF L>76 THEN 55
730 IF N$<>"G" THEN 734
731 ? OK$:GOSUB 37:LOC$(HE+C7,HE+C7)="H":NOUN$(100,100)="H":GOSUB 58:GOSUB 31:LOC$(HE+C7,HE+C7)="H":POP :GOTO 200
734 IF N$="H" THEN 62
735 IF N$="I" THEN GOSUB 63:GOTO 413
736 GOTO 62
740 REM CLOSE
741 IF USR(CH,ADR("<=>BCRSdz"),N,C9) THEN 66
742 GOTO 52
750 REM ON
751 L=USR(CH,ME,ADR("?"),C7):IF L=C0 THEN 62
752 NOUN$(20,20)="3":ME$(L,L)="3"
753 IF N$="x" OR N$="y" THEN NOUN$(285,285)="y":? "I'm all wet.":RETURN
754 IF N$="q" THEN ? "No good!";:GOTO 62
755 ? "It's wet now!":RETURN
760 REM TURN
761 IF L>103 THEN 52
762 IF N$<>"4" THEN 767
763 IF NOUN$(125,125)="5" AND LOC$(C1,C1)="?" THEN 62
764 GOSUB 33:IF LOC$(C1,C1)<>"?" THEN 62
765 GOSUB 67:N$=NOUN$(125,125):GOSUB 31:NOUN$(125,125)="5":LOC$(HE+C7,HE+C7)="5":POP :GOTO 200
767 A=USR(CH,ADR("TUV"),N,C3):IF A=C0 THEN 775
768 GOSUB 31:IF HE=C0 THEN 60
769 IF N$="T" THEN 55
770 IF N$="U" THEN ? OK$:LOC$(C4,C4)="M":NOUN$(130,130)="V":LOC$(HE+C7,HE+C7)="V":GOSUB 68:POP :GOTO 200
771 GOTO 62
775 IF N$<>"a" THEN 779
776 GOSUB 31:IF HE=C0 THEN 60
777 ? "The pipe has frozen":RETURN
779 IF N$<>"I" THEN 62
780 GOSUB 31:IF HE=C0 THEN 60
781 LOC$(HE+C7,HE+C7)="/":? "The skull vanishes and a secret opening appears.":LOC$(C3,C3)="0":POP :GOTO 200
790 REM OIL
791 GOSUB 31:IF HE=C0 THEN GOSUB 35
792 A=USR(CH,ADR("TUV"),N,C3):IF A=C0 THEN 62
793 ? OK$:NOUN$(130,130)="U":LOC$(HE+C7,HE+C7)="U":RETURN
800 REM CLIMB
801 IF L>104 THEN 806
802 GOSUB 31:IF HE=C0 THEN GOSUB 35
803 IF N$="c" OR N$="d" THEN 63
804 GOTO 52
806 R$=LOC$(C1,C1):IF N$<>"i" THEN 815
808 IF R$="8" THEN ? OK$:M=ASC(":"):POP :GOTO 200
809 IF R$="<" THEN ? OK$:M=ASC(";"):POP :GOTO 200
810 GOTO 52
815 IF N$<>"j" THEN 825
817 IF R$=">" THEN 63
818 IF R$="B" THEN M=ASC("A"):POP :GOTO 200
819 IF R$="H" THEN M=ASC("F"):POP :GOTO 200
820 IF R$="I" THEN M=ASC("G"):POP :GOTO 200
822 GOTO 52
825 IF R$<>"Q" THEN 52
826 IF N$="k" THEN 61
827 IF N$="l" THEN ? OK$:M=ASC("R"):POP :GOTO 200
829 GOTO 52
830 REM PULL
831 R$=LOC$(C1,C1)
832 IF R$="B" AND LOC$(C2,C2)="C" THEN 62
833 IF N$="J" AND R$="B" THEN LOC$(C2,C2)="C":GOSUB 68:POP :GOTO 200
834 IF N$="g" AND R$="Q" THEN GOSUB 49:GOTO 61
835 GOTO 66
1900 REM RESTORE GAME
1901 CLOSE #C1:TRAP 1901:OPEN #C1,C4,C0,"K:":? MEDIA$:INPUT N$:N$=N$(C1,C1)
1902 L=USR(CH,ADR("DT"),N,C2):IF L=C0 THEN CLOSE #C1:RETURN
1903 TRAP 1903:? PREP$:GET #C1,L:CLOSE #C1
1904 R$="D:ADVENT.SAV":IF N$="T" THEN R$="C:":POKE 764,12
1905 OPEN #C1,C4,C0,R$:TRAP 1909:FOR I=C1 TO 393 STEP 98:INPUT #C1,B$:M$(I,I+97)=B$:NEXT I
1906 FOR I=C1 TO 241 STEP 80:INPUT #C1,B$:NOUN$(I,I+79)=B$:NEXT I:CLOSE #C1
1907 ME$=M$(477,484):GOSUB 30:LOC$=M$(L,L+C13)
1908 TRAP 4000:RETURN
1909 ? "ERROR ON TAPE":FOR I=C1 TO 100:NEXT I:TRAP 4000:RETURN
1910 REM SAVE GAME
1911 OPEN #C1,C4,C0,"K:":? "Type S to save game or RETURN to quit":GET #C1,L:IF L<>83 THEN CLOSE #C1:NEW
1912 TRAP 1912:? MEDIA$:INPUT N$:N$=N$(C1,C1):L=USR(CH,ADR("DT"),N,C2):IF L=C0 THEN CLOSE #C1:TRAP 4000:RETURN
1913 TRAP 1913:? PREP$:GET #C1,L:CLOSE #C1
1914 R$="D:ADVENT.SAV":IF N$="T" THEN R$="C:":POKE 764,12
1915 OPEN #C1,C8,C0,R$:TRAP 4000:M$(477,484)=ME$:GOSUB 30:M$(L,L+C13)=LOC$
1916 FOR I=1 TO 393 STEP 98:? #C1;M$(I,I+97):NEXT I
1917 FOR I=C1 TO 241 STEP 80
1918 ? #C1;NOUN$(I,I+79)
1919 NEXT I:CLOSE #C1
1920 RETURN
1999 END
2000 READ C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,C10,C13,C14
2001 DATA 0,1,2,3,4,5,6,7,8,9,10,13,14
2002 DIM M$(490),LOC$(14),NOUN$(320),VERB$(185),DIR$(C8),OK$(C2),R$(20),ME$(C8),V$(C4),N$(C4),MEDIA$(12),PREP$(41)
2003 DIM DE$(111),B$(100)
2004 V=ADR(V$):N=ADR(N$):ME=ADR(ME$):DE=ADR(DE$):LOC=ADR(LOC$):LOC8=LOC+C7
2005 M$(C1)="/":M$(484)="/":M$(C2)=M$:M$(485,490)="//////":DIR$="NSEWUDIQ":OK$="OK":MEDIA$="Tape or Disk"
2006 PREP$="Ready Blank tape or disc & press RETURN"
2008 NOUN$="CROW1TABL2VALI2BOTT3KEY*4SPAD5WOOD6COIN7CAN*8OIL*8CARR9MATE:CROS;CHES<TELE@SKELATOOLBBOX*BGOLDFSNOWGSKULI"
2009 DE$="RINGJMANNHSIGNPCLOCQWHEETSTATWBEGGXBOWLYTARGZTAP*aSEATbGATEcBONFeLEVEgDOORhWALLiSTAIjSTEPjLADDkSUMMmHOUSm"
2010 NOUN$(LEN(NOUN$)+C1)=DE$
2011 DE$="ALTAnOBSEoFOOTpFLAMqFLOOrSOILsDRIVtGROUsCRACuVEGEsHOLEsGARDsCHASwCLOTxME**xSELFxNORT▌SOUT▄EAST▀WEST▜UP**▙DOWN▛"
2012 NOUN$(LEN(NOUN$)+C1)=DE$
2013 VERB$="EXAMALOOKATAKEBGET*BDROPCTHROCGIVECUSE*DFIRENGO**EENTEEOPENFUNLOGBREAISMASITOUCJREADKEAT*LSMALLDRINLDIG*M"
2014 DE$="LEVENJUMPOWINDPINSEQFILLREMPTSPOURSHELPTMOVEUPUSHUCLOSVON**WTURNXOIL*YCLIMZPULL["
2015 VERB$(LEN(VERB$)+C1)=DE$
2020 FOR I=C1 TO 476 STEP C14:READ LOC$:M$(I,I+LEN(LOC$))=LOC$:NEXT I
2021 M$(477,484)="2//////1":LOC$=M$(C1,C14):ME$=M$(477,484):M=ASC("1")
2025 DATA 1//////Pc,231///36,3/254//,46/3///,56//3//,67/54//,7/68///,8///7//a,9//7///5b,:///;/8,;//://<,<//////e
2026 DATA =/<////e,>?3////,?/>////Q,@///?//4,A///?/B8,B///FA/J,CDB////,D/CE///,E///D//<P,F//B///,G/J///IP,H///IF/
```

continued on page 45

CONTACT

WIZARD & THE PRINCESS: Despite owning this game for over 6 months, I can't get past the snake at the start. Help! Mark Reed, 70, St. Nicholas St., St. Andrews, Fife, Scotland, KY16 8BH

ANALOG'S CRASH DIVE: How on earth do you get out of the escape hatch to start the adventure? John Thornton, 10 Chadderton Park Road, Oldham, OL9 OPE

FOR SALE ..CENTRONICS PRINTER: Model 152/2. 9 x 7 dot matrix. 150 characters per second. 216 character buffer. Paper size 5 to 15 inches. Friction and tractor feed. OFFERS AROUND £170. Please contact Rowland on 0772 702540 (daytime) or 0253 738192 (evening).

PROGRAM TYPING: Being a registered disabled person, I spend a lot of time at my Atari 800 and am prepared to type programs in for readers of PAGE 6. I have all the issues of PAGE 6 and several copies of COMPUTE!, ANALOG and ANTIC. Just send a blank tape and at least 50p to cover return post and packing. Write or phone to James Stevens, 29 Chancel Row, Sheffield, S2 5LL. Tel. 0742 737890

PEN PALS: Would you like to write to fellow owners in America? The Atari Computer Club of The Palm Beaches have a PEN PAL Special Interest Group which could be very interesting if you like to write letters. Write initially to Jim Woodward, 15993 S.W. 8th Avenue, #B-101, Delray Beach, FL 33444, U.S.A. and he will put you in touch with someone in the Special Interest Group. The British are notoriously shy about communicating with other people but how about giving it a go? Perhaps some of our overseas subscribers might also like to write?

ARTWORK: As well as the normal contributions it would be nice to have some good artwork or drawings to illustrate the magazine. If you can produce some good art ready for reproduction and would like to see it published please send a copy to the Editor. Anything on an ATARI/ computer theme.

SUBSCRIBE

Subscribers get regular special offers – why miss out?

THE SOFTWARE REVIEWS

COLOSSAL ADVENTURE LEVEL 9

32K CASS.

You boot the tape and wait. The screen fills with text:

"Welcome to Colossal Adventure, the original classic mainframe adventure, from Level 9 Computing. You are standing beside a small brick building at the end of a road from the north. A river flows south. To the north is open country and all around is dense forest.
What now?"

What now, indeed, you think. This all seems rather verbose for a cassette based Adventure game. It claims to be the "original classic mainframe adventure" in 32K without disk files. Well, this needs further investigation. Movement and actions are accomplished in the straightforward verb plus noun form, (e.g. GO WEST, LIGHT LAMP). The initial ingredients are soon found: that infamous wellhouse, some keys, and naturally, a brass lamp. The entrance to the underground caverns is shortly located and then, with lamp lit, it is downwards and on. The location descriptions are speedily updated as you move about. The prose style of the text is quite effective, and then...

"You are in the Hall of the Mountain Kings, a huge room decorated with majestic statues. The east wall is covered by trophies and the mounted heads of elves and monsters with a carved granite throne standing beneath them. The hall is hung about with the tattered remains of rich tapestries and has large doorways on all sides. A huge green snake hisses fiercely at you.
What now?"

Great Scott (Adams?)! Level 9 Computing have a winner here in this excellent rendition of the original Crowther/Woods mainframe Adventure game. All the treasures, all the locations, all the puzzles and a decent sized vocabulary are included. Now, cassette-only ATARI (and other micro) owners can enjoy text Adventures of the sort previously only available on disk. Level 9 have developed their own specific low-level language, which combined with highly efficient text compression techniques, results in their Adventures residing totally in RAM, with fast response to user input and swift refresh of the screen as the description of a new location is displayed. Colossal Adventure even manages to extend the original mainframe scenario with a new end-game involving 70 additional rooms.

The parser may not handle complex sentences as are catered for in Infocom's infamous ZORK trilogy, but the general response is very acceptable. You will find the SAVE/RESTORE options useful as there are a number of tricky problems to overcome. SCORE gives you a rating on your progress. You will need to locate and secure all possible bonuses and avoid using SAVE and RESTORE or being killed in order to reach the lofty heights of Grandmaster.

Level 9 now have a flourishing line of Adventures, each retailing at under ten pounds. Their first trilogy (the Middle Earth series) comprises Colossal Adventure, Adventure Quest, and Dungeon Adventure. All are set in the same fantasy universe, each have over 200 locations, and are guaranteed to enthral the most jaded of Adventurers. Snowball is the first of the Silicon Dream trilogy. This time the background is outer space and the locations are aboard a giant starship. The latest release is Lords of Time, a time-travel based Adventure.

I thoroughly recommend these Adventures, they are excellent value for money. No self-respecting Adventure-addict should be without them. I believe Level 9 are producing a series of Adventures which should be regarded as classics along with the Scott Adams series and Infocom's ZORK trilogy.

Allan J. Palmer

SANDS OF EGYPT DATASOFT

16K DISK

Sands of Egypt is a disk-based text adventure with full-colour graphics. It will run on a 16k system as data (mainly the graphics) is loaded in, and cleared out, as and when it is needed. The adventure itself is in the familiar two-word command format and starts with you being lost in the middle of the desert. You are Lord Charles Buckingham III and are searching for the secret treasure chamber within the lost pyramid. Your first

Adventures reviewed by Allan Palmer Alex Kells and Steve Gould

problem is to find water, and something to store it in, as you are soon told that you are 'dying of thirst'. It took me a few nights before I found the oasis but I'll say no more for fear of spoiling the Adventure for other intrepid explorers.

As a text adventure Sands of Egypt is easily up to Scott Adams' standard and has some devilish traps for the unwary. What sets it aside however are the graphics. This is , quite simply, the best 'classic' style adventure with graphics that I have ever seen. Unlike, for instance, the Sierra On-Line Hi-Res adventures which use Graphics 8 and in the U.K. produce only two-tone pictures, Sands of Egypt has full colour images of high standard. In addition the scenes are partly animated. Clouds scud across the sky, and the whole desertscape scrolls as you wander through it and, having been camel riding through the edge of the Sahara, I can vouch for the accuracy of the simulated camel-ride in this Adventure!

Tough Adventures can be very frustrating but because of the excellence of its graphics, Sands of Egypt is totally addictive. You keep coming back to it to see what the next scene will be. To date, I've found the treasure chamber, and even managed to escape again, though I still haven't finished the Adventure. If you have a disk drive, Sands of Egypt is simply an essential purchase. If you don't have one, it is, along with the Infocom adventures and programs such as Way Out, a very convincing reason for getting one!

Alexander Kells

THE SORCEROR OF CLAYMORGUE CASTLE

ADVENTURE INTERNATIONAL
24K CASS. 48K DISK

Scott Adams has at last found the time to release the next in his series of Adventures. It has been two long years since Golden Voyage but Scott has definitely not been idle because he is back with a vengeance!

As mentioned in my interview with Scott, you play the part of Beanwick, apprentice to a powerful sorceror. Thirteen Power Stars have been lost in the castle and surrounding area. All you have to do is find and STORE the Stars of Power with the initial help of a few spells including such puzzlers as the 'Wicked Queen Spell', 'Yoho Spell' and 'Fire Spell', amongst others.

Having played the Adventure for a few weeks, I have found the subtle humour is devious indeed and certainly makes the going tough. Scott estimates that this might take as long to complete as Savage Island 1 & 2 together so be prepared for a long and frustrating headache! There are some nice touches especially the spells.

All in all this is an excellent addition to an already superb series of Adventures with the S.A.G.A version released at the same time.

Steve Gould

QUEST PROBE - THE HULK

ADVENTURE INTERNATIONAL

24K CASS. 48K DISK

Adventure International have started the ball rolling on their Marvel licence with the first in the Quest Probe series - The Hulk. Again, after having played this for a few weeks, I can say that it is another winner.

You start the adventure as Bruce Banner tied up in a chair and your first task is to escape. There are various ways to do this but I can tell you that GET ANGRY is not one of them! The object of this adventure is to collect all the *GEMS* you can find and store them. Don't ask me how many there are as I have so far found only 4 and managed to score only 23 points out of 100.

The review copy was a pre-release version but I understand that the intention is that you will get a free comic with the game and it is recommended that you read the comic, for the Adventure begins where the comic ends! There are several other features that I enjoyed but I am not going to disclose too much. The text version is certainly thoroughly recommended.

On now to the S.A.G.A. The first and most apparent difference from the early S.A.G.A.'s is that all flicker has been eliminated and the ▶

Adventures reviewed by Anthony Hughes and Jim Bumpas

pictures are bigger and infinitely better. After three nights playing I have come to the conclusion that this is by far the best S.A.G.A to date and in fact I'd go so far as to say that it is the best Graphic Adventure of any kind that I have seen. If you want to know the standard of the graphics just take a look at one of the Marvel comics, they are that good! Each picture is loaded from disk although you can play the game as a straight text adventure.

The actual game play is excellent with many devious moves and hidden dangers. Other Marvel characters make a showing in one way or another and you must beware of a confrontation with the Chief Examiner (guess who!). The one thing I do like about this adventure (text or graphics versions) is that you don't actually die! If something nasty happens you end up in a state of limbo where a sign tells you that you have been given another chance. You simply GO DOWN and end up in the place you started from. I 'died' quite frequently and found no side-effects, penalty points or anything untoward so the only way to end the game is to type QUIT.

Great value for money for two disks and the best Graphics Adventure to be released for the Atari to date. Watch out for SPIDERMAN!

Steve Gould

EMPIRE OF THE OVERMIND

AVALON HILL 40K CASS./DISK

This is the most addictive adventure I have come across. Something draws me back to it at any spare moment.

Supplied with the program is a 21 verse poem called 'The Rhyme of the Over-Mind' which is written in an Olde Worlde style with an Olde Worlde script. It requires several readings just to get your brain round the background story but throughout the poem are subtle clues! This is a text only adventure and I have only one major complaint (apart from the 11 minute cassette loading time!) which is a delay of about 20 seconds after each move before the prompt is printed again.

The Over-Mind is an all powerful golden sphere that has taken over the Kingdom of Alcazar by deceit and corruption. Your task, as the weary traveller, is to locate and destroy the Over-Mind thus freeing the lands once more. Wandering about, you will come across Griffin the Gold who was the one that started it all off. For this crime he has been banished to a small cave for several thousand years to wait your arrival. The first major problem was to avoid being clobbered by an over-active skeleton but if you look hard enough sufficient clues are supplied.

This one is twice the price of the U.K. produced Adventures but still represents very good value for the keen Adventurer.

Anthony Hughes

MASK OF THE SUN

BRODERBRUND 48K DISK

Mask Of The Sun is a 4-disk Graphic Adventure with a very imaginative story line. You are wandering around Central Mexico in your jeep with lots of open territory to explore and at least 3 Aztec ruins each of which has more than one level. There are secret doors, one-way doors and various objects and artifacts to collect. The goal of the game is to find the Mask Of The Sun and decipher the cure which will save your life. Page flipping is used to simulate animation and you can expect some sarcastic replies to some of your moves. There is an enemy around who is intent on stopping you or beating you to the goal and dangers aplenty to spoil your progress.

An excellent game and fantastic value for the price ($40). You can lose yourself for hours in a 4-disk adventure!

Jim Bumpas

At the time of writing, availability of this game in the U.K. is not known but it certainly sounds interesting enough to seek out. The review comes from ACE Newsletter in the States.

MORE REVIEWS ON PAGE 41

Games Reviews …

DAMBUSTERS GST

1 PLAYER 16K CASS.

I bet that nearly every one of you has complained at some time or another that there is no really cheap software for the Atari but if you could get software for £5.50, would you buy it?

Dambusters is an original game that retails at just £5.50 and will certainly give you many hours of play for your money. It is not graphically stunning like many of the games at two to five times the price and you would not really expect it to be so, but it is certainly as good as you will find on many other machines. What is more important is playability and here you do get value for money as it will take you some time to work up to Group Captain. No one so far seems to have produced a game on this theme, at least for the Atari, but it is ideally suited for a computer game. The object is to recreate the famous bombing run of 617 Squadron on the German dam on the Upper Ruhr complete with bouncing bombs.

You take off and clear the initial mountains before settling down at a comfortable altitude as the sea scrolls beneath you. Enemy shipping and planes can be destroyed to score points until you finally approach the Dutch coast. As you increase altitude to clear the mountains and drop down again to the river, the scenery scrolls vertically. Timing is now important as you wait for the dam to come in sight. Release your bouncing bomb at just the right time but don't watch it for you must pull back hard on the stick to clear the mountains. Surely you have seen the film? If you survive, the screen changes to give a reconnaissance of the dam and if it is breached you are promoted for the next run. Failure results in demotion and another try.

There are five levels and many ways to increase your points score. The background scenery is fairly simple but the plane is good and the ack-ack and sounds quite effective. It is not too easy a game and will therefore give you many hours of enjoyment. How many games do you know for £5.50 that give you horizontal and vertical scrolling and a chance to be a true British hero?

Les Ellingham

COUNT DRACULA PELICAN

1 PLAYER 16K CASS.

This is the easiest review I have had to write so far. If you are tempted to send away £9.95 to Pelican Software, don't bother. The game is totally unplayable and is basically a player missile graphics routine lifted straight from a magazine with some (admittedly reasonable) graphics added.

A reader who wasted £9.95 sent this to me as a warning to others. The crying shame is that it makes you wary of all home-produced software which is a pity as there are some good low priced games about. The guy who wrote it was brave (foolish?) enough to put his name in the program. I'll spare his blushes by not repeating it here. I just hope that he has a conscience.

Les Ellingham

TYPO TABLES

The TYPO TABLES are provided to help you ensure that the listings you type in are correct. You will require the TYPO program from issue 5 which gives full details of how to use these tables.

DIAMONDS

In view of the clash of line numbers it is not possible to use TYPO on this program.

ADVENTURE DISPLAY

Variable checksum = 449229

Line num range	Code	Length
0 - 130	UI	501
140 - 250	EN	329
260 - 360	IC	515
370 - 470	YJ	406
480 - 520	AJ	262

HOUSE of SECRETS

Variable checksum = 1015760

Line num range	Code	Length
1 - 12	CK	613
13 - 17	FD	500
18 - 32	WT	502
33 - 51	EX	422
52 - 63	KZ	302
64 - 85	JF	431
86 - 96	UJ	550
97 - 106	EH	518
107 - 131	XP	473
132 - 145	BU	219
146 - 159	HT	203
160 - 184	GM	216
190 - 208	YT	524
209 - 308	EJ	508
309 - 322	WY	568
323 - 353	XF	606
354 - 360	MH	588
361 - 374	BC	541
380 - 413	LO	425
415 - 437	GF	499
438 - 457	TA	421
459 - 479	TI	502
480 - 497	LN	498
498 - 520	ZB	354
521 - 541	AX	371
542 - 565	JO	377
566 - 590	XY	338
591 - 603	LP	454
604 - 630	VX	409
632 - 651	WM	464
660 - 676	XC	347
677 - 694	CX	291
697 - 729	KR	341
730 - 753	JZ	400
754 - 770	GA	471
771 - 800	RF	374
801 - 819	ST	319
820 - 835	NL	295
1900 - 1911	GJ	547
1912 - 2001	KJ	425
2002 - 2009	CZ	582
2010 - 2025	KC	608
2026 - 2035	ZQ	592
2036 - 2043	SQ	535
2044 - 2050	EO	452

SCREEN COLOR

Variable checksum = 93934

Line num range	Code	Length
110 - 230	SG	415
250 - 320	FP	532
330 - 420	WE	520
430 - 550	XT	246

SPINNER

Variable checksum = 237307

Line num range	Code	Length
1 - 200	SS	530
250 - 310	DJ	504
320 - 410	SC	438

Diamonds

continued from page 14

```
32180 GOSUB 32400:NR=49+7*LEV:GOSUB 32
500
32300 FOR W=11 TO 2 STEP -U:POSITION W
,U:? SH$:FOR WW=U TO 21:SOUND 0,31+WW,
10,6:NEXT WW:NEXT W:POSITION 2,U:? "
 "
32310 POSITION 2,2:? SH$;:FOR WW=U TO
21:SOUND 0,31+WW,10,6:NEXT WW:FOR W=40
 TO 160 STEP 10:FOR WW=U TO 21
32320 SOUND 0,W+WW,10,6:NEXT WW:NEXT W
:SOUND 0,0,0,0:COLOR J:FOR W=U TO 21:N
EXT W:PLOT 3,3:POSITION 3,4:? "[illegible]";
32399 RETURN
32400 COLOR J:PLOT 3,20:DRAWTO 3,14:DR
AWTO 27,14:DRAWTO 27,12:DRAWTO 38,12:D
RAWTO 38,22:PLOT 17,4:DRAWTO 17,14
32410 DRAWTO 26,14:DRAWTO 26,17:PLOT 3
1,4:DRAWTO 34,4:DRAWTO 34,12:PLOT 34,3
32420 COLOR 80:PLOT 3,20:PLOT 17,4:PLO
T 31,4:PLOT 26,17:PLOT 38,22:PLOT U,10
:RETURN
32500 COLOR 82:FOR W=U TO NR
32510 X=INT(RND(0)*39):Y=INT(RND(0)*19
)+4:LOCATE X,Y,ZZ:IF ZZ<>76 AND ZZ<>77
 THEN 32510
32515 IF X<9 AND Y<12 THEN 32510
32520 PLOT X,Y:NEXT W:RETURN
32699 RETURN
32700 DATA 32,136,136,136,136,136,136,
32,32,160,32,32,32,32,32,168
32701 DATA 32,136,8,8,32,32,128,168,32
,136,8,32,8,8,136,32
32702 DATA 136,136,136,136,168,8,8,8,1
68,128,128,160,8,8,136,32
32703 DATA 32,136,128,160,136,136,136,
32,168,8,8,32,32,128,128,128
32704 DATA 32,136,136,32,136,136,136,3
2,32,136,136,136,40,8,136,32
32710 DATA 40,130,128,40,2,2,130,40,0,
0,8,34,32,32,34,8
32711 DATA 0,0,8,34,34,34,34,8,0,0,8,3
4,34,32,32,32
32712 DATA 0,0,8,34,42,32,34,8,168,32,
32,32,32,32,32,32
32713 DATA 128,128,160,136,136,136,136
,136,0,0,32,136,136,136,136,136
32714 DATA 8,8,40,136,136,136,136,40,0
,0,32,170,170,32,0,0
32720 DATA 255,255,255,207,255,255,255
,243,255,63,255,255,255,243,255,255
32721 DATA 40,150,40,20,85,65,65,65,20
,105,20,20,150,150,130,130
32722 DATA 0,0,0,0,32,168,168,32,170,1
70,42,42,8,8,8,8
32723 DATA 16,84,84,85,69,85,21,20,3,3
,15,15,63,63,255,243
32724 DATA 192,192,48,240,252,252,243,
255,0,0,0,0,12,60,207,255
32730 DATA 2,2,9,10,38,37,170,170,170,
170,255,40,40,255,170,170
32731 DATA 128,128,96,160,152,88,170,1
70,85,107,27,27,5,5,1,1
32732 DATA 85,105,108,108,80,80,64,64,
0,10,42,166,149,166,42,10
32733 DATA 130,170,170,102,85,102,170,
170,0,168,170,102,86,102,170,168
32734 DATA 0,0,128,170,170,128,0,0,0,4
0,150,130,150,130,170,136
32740 DATA 72,173,10,210,9,12,141,23,2
08,169,0,141,26,208,104,64
```

■

BACK ISSUES

Issue 3



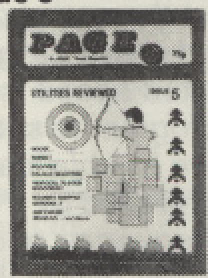
Calendar
Cricket Maths
Arcade Action
Character Redefinition
Character Generation Utility
Keyboard Techniques
Character Designer
Software Reviews
Master Directory

Issue 4



Lunar V
Arcade Action
Merlin's Magic Square
Memory Mapped Screens
Basic Timing
Grab an Apple
Software Reviews
Disk Sort
First Steps

Issue 5



Target
Memory Mapped Screens
Squares
Arcade Action - Miner 2049er
Vertical P/M Movement
Software Reviews
First Steps
Colour Selector
Line Lister

Issue 6



Memories
TeleCommunicate
Scramble
Time for Music
Dodger
Book Reviews
Hypnosis
Automatic Drive
First Steps

Issue 7



Slots
Seasons Greetings
Grubs
Going for a Drive
Bugs
Atari Basic Sourcebook
Your Own Bulletin Board
First Steps
Largeprint

Issue 8



Wildwest
Demo 21
Sonar Search
Player Missile Graphics
Graphics 8 Text
Using XIO FILL
The Hardware Facts
Return Key Mode
Make Your 410 Work!

Issue 9



Hungry Horris
Another Brick from the Wall
Fine Scrolling
Understanding Strings
Player Missile Graphics 2
Text Draw
MiniDos
Adventure
...and lots more!

DUST COVERS

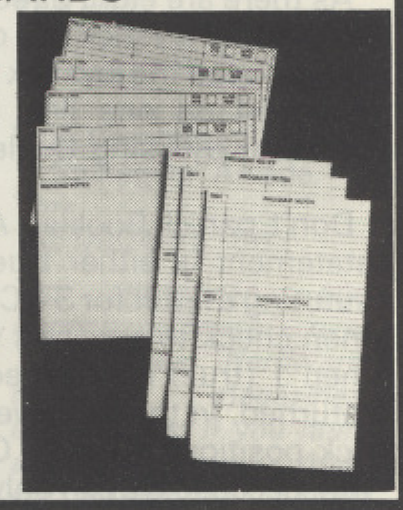
Don't risk a breakdown of your precious equipment through dust and dirt! Protect all of your equipment when not in use with a custom made dust cover. Natural PVC with a brown trim - easily folded away when your equipment is not in use. Easily fitted with all peripherals, joysticks etc. in place.

400/800/600XL/800XL	£2.95
410 Old Style cassette*	£1.95
410 New Style cassette	£1.95
1010 cassette	£1.95
810/1050 disk drive	£2.95
1020/1027 printers	£3.95

*old style does not have a pause button.

Also for all popular printers (normally £3.95)

DISK/CASSETTE CARDS



Keep track of your programs easily and tidily.

Disk insert cards. Pack of 25

Cassette inlay cards. Pack of 25.

£1.00 each pack inc. postage.

THE PAGE 6 LIBRARY

Available to subscribers only, the **PAGE 6 LIBRARY** is a fine collection of Public Domain programs from around the world. Hundreds of user-written programs (including machine-code) at very little cost. Send a stamped addressed envelope if you have not had current details.

ORDER ALL ITEMS ON THIS PAGE FROM

PAGE 6 MAGAZINE
P.O.BOX 54,
STAFFORD
ST16 1DR

Please make cheques payable to PAGE 6.

Issues 1 & 2 SOLD OUT
Issue 3 70p inc. postage
Issue 4 onwards £1.00 each inc. postage

Beginners

FIRST STEPS

Mark Hutchinson, Belfast

For this edition we will look first at speeding up joystick routines. If you move the joystick a number is put in the corresponding joystick register and is normally read by a line such as

```
10 IF STICK(0)=14 THEN ? "UP"
```

One feature of Atari Basic is that if the conditional (IF) statement is not true then the rest of the line is not carried out. This will include seperate commands on the line. For example, in the following line, if you do not push the joystick up, the SOUND command will not be implemented.

```
20 IF STICK(0)=14 THEN ? "UP":
SOUND,0,100,10,10
```

As there are eight directional and a neutral position for the joystick this could mean nine seperate lines to read the joystick fully since you cannot put them all on one line. We can use less lines however by using Boolean Algebra.

Don't panic! Boolean Algebra is very simple, a statement is either true or false. Start by substituting a letter for STICK(0) i.e. S=STICK(0) and then check to see if its value is correct. If S=14 then 1 (true) is returned, if not then 0 (false) is returned. In this way we can look at several joystick positions at once. Only one of them can be true because we can only move the joystick in one direction at a time. In the following example, if the stick is moved in any of the three directions to the right, then X is increased. The values for the right positions are 6 for up right, 7 for right and 5 for down right, so if X equals one of these we add one to the value of X.

```
10 S=STICK(0):X=X+(S=5)+(S=6)+(S=7)
```

Similarly, we can decrease the value of X by the following line

```
20 X=X-(S=9)+(S=10)+(S=11)
```

The reason for the plus signs is that the statement will total up the value of S and subtract this from X. If you used minus signs, then you would be subtracting a minus number, which is the same as adding it. Try the following lines to test for Y.

```
30 Y=Y+(S=5)+(S=9)+(S=13)
40 Y=Y-(S=6)+(S=10)+(S=14)
50 ? "X=";X: ? "Y=";Y
80 GOTO 10
```

A better way is to use S=PEEK(632) instead of STICK(0) because some locations display either a 0 or any number. A good way to test this is by using the NOT statement. For example, location 644 is Stick TRIGger(0) and is zero when the trigger is pressed, 1 when it is not. The following lines can be used.

```
50 IF NOT PEEK(644) THEN ? "PRESSED"
60 IF PEEK(644) THEN ? "NOT PRESSED"
```

Whatever made you think mathematics was hard?

I have had a few queries about the speed of the 810, and especially about speed check programs in American magazines. The rated speed is 288 r.p.m. If you use an American program to set your drive at this speed , you will have trouble loading. This is because the speed is controlled by a clock that is locked to the mains frequency and the Americans use 60Hz whereas we use 50Hz. A correction is needed - Speed=288/50 (revs per Hz)*60 - so that you set the drive speed to approx 345 when using an American program. *(Note the speed check program on PAGE 6 Utility disk 3 has been amended so that you should set to 288 with this program. Ed.)*

I have wired in a write protect switch (courtesy of the Editor and Alan Haskell) on my 810 and have found it well worth the effort. I have also added a power light and busy switch to my 410. Perhaps Les can be persuaded to start a customising column in PAGE 6, if you send articles in that is!

Stan Fallaize sent me some examples of his 1020 printer, which came out very clear. His only problem is the 'abysmally inadequate' instructions. If any reader owns a 1020 perhaps they could contact Stan at 1a, Cranleigh Drive, Leigh-on-Sea, Essex, SS9 1SX.

Your letters have forced me to look at areas I have not tried for many months and for this I am grateful so keep sending in those questions, no matter how trivial they may seem, but please include a s.a.e. and do not worry if you do not hear straight away. I have a lot to do and it may take several days to reply but I will get there eventually!

Write to Mark at BAUG Software, P.O.Box 123, Belfast, BT10 0DB

GOTO DIRECTORY

In response to readers' requests we are introducing a directory of retailers who provide product support for Atari. Many of these retailers will supply Mail Order so if you have had trouble finding a supplier, turn to the GOTO DIRECTORY.

Retailers who are interested in an entry in this feature are invited to contact the Editor on 0785 41153.

A.S.Wootton & Sons,
116, Edleston Road,
Crewe,
CW2 7HD
Tel: 0270 214118

Nothing but Atari. Authorised Service Centre with fast turnaround of all repairs. The usual range plus printers, joystick inserts, extension leads at very good prices. Try us for repairs or purchases.

Channel One Computer Systems Ltd,
174, High Street,
Hornchurch,
Essex
Tel:Hornchurch (04024) 75613

We have a large range of software plus hardware, printers etc. A good selection of American software including the more unusual such as Compilers, Editors, Assemblers etc. All for Atari.

Home Entertainment Atari Center,
212-213 Broad Street,
Birmingham,
B15 1AY
Tel:021 643 9100

Your dedicated Atari retailer for the best in the wonderful world of Atari. Mail Order Software Courier service - phone 021 643 9100 or write FREEPOST. Atari authorised Independent Service Centre.

Home Entertainment Atari Center,
13 Miller Arcade,
Preston,
Lancs
Tel: Preston (0772) 562707

Your dedicated Atari retailer for the best in the wonderful world of Atari. Authorised Independent Service Centre. For Mail Order service check entry for Birmingham Center.

Home Entertainment Atari Center,
In-Store Shop,
Lower Ground Floor,
Owen Owen Store,
Mander Centre,
Wolverhampton
Tel: Wolverhampton (0902) 711650

Your in-store Atari Center specialising in Atari related products and including an Atari Service pick up point.

Radford Hi-Fi Ltd,
52, Gloucester Road,
Bristol,
Avon
Tel:0272 428247

We stock and suport a comprehensive range of products for Atari. Huge range of software from educational to small business (plus games of course). Word processing packages. Printers. All for the best computer!

Trionic,
144, Station Road,
Harrow,
Middx HA1 2RH
Tel:01 861 0036

Software, peripherals, books and magazines. A comprehensive range for Atari. Try our late night shopping. Open 10 a.m to 8 p.m. Monday to Saturday. Give us a call or pay us a visit.

York Computer Centre
7, Stonegate Arcade,
York
Tel: 0904 641862

Top American and English software - over 1000 titles! Hardware, books, magazines, accessories. If you need anything for your Atari, try Yorkshire's widest and most comprehensive range of products for your machine.

House of Secrets continued from page 34

```
2027 DATA I//H/G/,JGK////,KJ/////,L///
///T,H///L//H,H///H//I,OH//P//,P//O///
,Q//////AFg,R/////QM
2030 FOR I=1536 TO 1569:READ A:POKE I,
A:NEXT I
2031 DATA 112,112,112,66,0,124,2,2,2,2
,2,2,2,66,64,156,2,2,2,2,2,2,2,2,2,2,2
,2,2,2,2,65,0,6
2032 FOR I=1570 TO 1592:READ A:POKE I,
A:NEXT I
2033 DATA 104,165,84,133,203,141,240,2
,169,0,133,88,169,124,133,89,169,0,133
,84,133,85,96
2034 FOR I=1593 TO 1683:READ A:POKE I,
A:NEXT I
2035 DATA 104,165,203,133,84,104,104,1
33,203,104,133,204,133,89,104,133,205,
133,88,166,203,24,165,205,105,40,133
2036 DATA 205,165,204,105,0,133,204,20
2,224,0,208,238,169,2,160,0,153,6,6,20
0
2037 DATA 196,203,208,248,136,169,66,1
53,6,6,200,165,205,153,6,6,200,165,204
,153,6,6,200,169,2,153,6,6,200,192,25,
208,246
2038 DATA 169,255,141,252,2,169,0,141,
240,2,96
2040 FOR I=1710 TO 1737:READ A:POKE I,
A:NEXT I
2041 DATA 104,169,124,133,204,169,0,13
3,203,168,145,203,200,192,255,208,249,
145,203,230,204,165,204,201,127,208,23
4,96
2042 FOR I=1738 TO 1780:READ A:POKE I,
A:NEXT I:CH=1738
2043 DATA 104,104,133,206,104,133,205,
104,133,204,104,133,203,169,0,168,133,
213,177,203,133,207,104,104,168
2044 DATA 136,48,10,165,207,209,205,20
8,247,200,132,212,96,169,0,133,212,96
2045 FOR I=1 TO 82:READ A:DE$(I,I)=CHR
$(A):NEXT I
2046 DATA 169,64,141,190,2
2047 DATA 104,104,133,206,104,133,205,
104,133,204,104,133,203,169,0,133,213,
104,104,170,202,240,49,24,165,205,105,
5,133
2048 DATA 205,165,206,105,0,133,206,24
,160,0,177,203,209,205,208,231,200,177
,203,209,205,208
2049 DATA 224,200,177,203,209,205,208,
217,200,177,203,209,205,208,210,200,17
7,205,133,212,96,169,0,133,212,96
2050 RETURN
```
■

This page is put aside each issue for use of the Bir. ingham User Group

Bug Club Call

By the time you read this edition of PAGE 6, the Midland Computer Fair will have been and gone with BUG having organised a successful, well attended, stand ably managed by Colin Boswell and provided courtesy of the ACC (Association of Compter Clubs). Unfortunately, the ACC display proved to be the best part of the show, the remainder being very disappointing with a poor attendance by the major companies and very little in the way of new products on display, especially concerning Atari. I don't know about any of our readers who visited the show but the only saving grace from my viewpoint is that I attended on a free ticket provided by the trade. If I had paid to attend, it would have annoyed me and must cast doubts as to the future viability of this show.

Meanwhile, in contrast, BUG seems to be going from strength to strength with the April 5th meeting very well attended. For those not present, the first part of the meeting dealt with the suspension of a member for misconduct and the subsequent appeal from this member to the club. The final result from the attending membership was that the matter should be regarded as closed with the final admonishment of a written warning due to mitigating circumstances. It is at this point that it must be emphasised yet again that BUG, both constitutionally and as a matter of course, maintains a firm stand against anything concerning software piracy and will continue to protect the club and its membership from anything directly or indirectly involving such acts on club premises.

After the appeal, we then commenced the real purpose of the meeting, dealing with Art and Computer Graphics thanks to the efforts of Geoff in providing a series of demonstrations of Atari Graphics. He showed how some excellent results can be obtained with relatively simple programming as well as demonstrating the use of purpose built utilities such as MOVIE MAKER. It is to be hoped that we may see further efforts from other members inspired by this talk and demonstration.

Apart from this, the Club's other evenings are progressing well with good attendances at both the **Games Night** (3rd Thursday of the month) and the **Programmers Night** (4th Thursday of the month) with some activity commencing with the BUG Bulletin Borad. The only slack may be from our junior membership, so please let your representative hear from you (Martyn Purchase 021-378 2063).

Finally, let's have some more response from our members with material for this page...well, not MORE response...ANY response, as you seem to have ignored our Chairman's last appeal. Remember **WE** want ideas, comments etc. from **YOU**.

Laurence Miller

WANTED
PROGRAMS, ARTICLES REVIEWS

That program you have written may be of interest to someone else. Don't hide it away, send it in to PAGE 6 for others to share.

What about those things you have now learned? Why not try to help other users understand? Write an article— on any Atari related subject.

Got a favourite game? Review it. Let others know how good (or bad) it is.

REWARD

The satisfaction of seeing your article, program or review in the U.K.'s best Atari magazine

PLUS

£50 of software to the winner of our annual Readers' Poll. Other awards for runners-up.